

Intro to FinalCut Pro: Capturing Video and Simple Editing

1. Create a new project: Select **File-->New Project** (command-E). Name the project, and notice the "Bin" called "Sequence 1". This is where your source video clips will be stored and referenced.
2. Establish your settings: Use settings as in screen shots below.
3. Connect the camera and ensure it's talking to the computer: Connect Firewire cable, and Power-on the camera. Select **Edit-->Preferences-->Capture**. Status window will come up with "Getting capture settings..." – if this fails, then the computer doesn't see the camera. Check settings and extensions (be sure FireWire extensions in the System Folder are current and are in the active Extensions folder). If successful, the Preferences window will open with the "Capture" tab selected.
4. Check that the basic windows are open: *Browser, Tools, Viewer, Timeline, Canvas*. If not, use the **Window** menu to select the appropriate windows. If necessary, arrange the windows onscreen to your liking.
5. Shoot some video with the camera and record it onto tape. Rewind to the beginning of the scene you just shot. (As an alternative, you can just monitor the camera without actually recording onto tape.)
6. Capture your clip: Select **File-->Log & Capture...** The "Log & Capture" window will display color bars and the text "Preview disabled". This window has transport controls (Play/Stop/Rewind) at bottom. You can control camera from these transport controls if need be. On right, the "Logging" window will appear. The "Log Bin" tab is selected in this window. This includes fields for "Reel", "Name", "Label", "Scene", "Shot", "Take", "Notes" which you can fill in. At bottom of this window, you'll see buttons: "Log Clip" and 3 buttons in a box under "Capture": "Clip", "Now", "Batch". Use "Capture Now": Start the tape in camera (or just monitor the camera), and notice that the "Log & Capture" window shows what's playing back, which is what will be captured.
7. Click "Capture Now". ["Capture Clip" would prompt you up front for name of clip; "Capture Batch" lets you do a batch capture from a previously created log of clips in the Log Bin.] A new window opens, showing the scene being captured. It may look jerky, don't worry – the capture will be smooth. When done, press ESC to stop the capture.
8. Save the file: A new window opens displaying the captured clip (similar to the QuickTime Player). Choose **File-->Save Clip As...** and name it (if you do a simple "Save", the file will be named "Untitled0000"), then close the window. Or, just close the window and FinalCut Pro will prompt you for the name.
9. Close the "Log & Capture" window, and you'll then see a "Viewer" window beneath it. On the right, you'll see the window called "Canvas".
10. Locate the file and make it available: Click on "Browser" window (containing your Bin) to make it active. **File-->Import: File/EDL/Folder/Batch List**. [If you've saved several clips into a single Folder ("Capture Scratch") you can import the whole folder.] Select **File-->Import-->File...** A standard Open dialog appears: navigate to the just-saved file (should be in a folder called "Capture Scratch" – based on what you specified in **Preferences-->Scratch Disks**). The imported clip should now appear in the Browser window.
11. Repeat steps 6 – 10 for as many clips as you wish to capture and import. Once you have imported all the clips you want, go on to next step.

12. Place clips on timeline: Drag your clip from Browser window to Timeline, placing it wherever you want in time. If you drag a second clip after the first clip, you can close the gap by Control-clicking in the Timeline between the two clips. From the drop-down menu, select: Close Gap. Other options in this menu are Paste / Fill with slug (true black).
13. To crop (non-destructive edit) your clip, drag the in/out point by clicking on the video track at the proper point. Drag left or right to adjust. Close the gap if needed. Or use razor blade tool in the Tool palette – click on the video track in the Timeline and edit the clip. Even with the razor blade tool, the original clip remains complete. Razor blade would be useful for inter-cutting, not endpoint adjustments.
14. To add a crossfade or other effect, click at the juncture of the 2 clips. Control-click will open a drop-down menu. Select: **Add transition cross-dissolve....** Or, just click on transition point and select **Effects-->Video Transitions-->Page Peel**, for example.
15. To change the timing of the transition, select **Modify-->Duration** or **Modify-->Speed**. Set the timing as desired in the dialog box using SMPTE timecode.
16. Adjust the audio: At bottom of the Timeline, click the "Clip overlays" button (looks like graph) to be sure it's selected. You can adjust volume, panning, etc. by creating handles (use the Pen tool from the Tools palette and click in the Audio track). You can drag the handles up and down individually in each track, or drag them left and right and both tracks' handles will move together.
17. Alternatively, you can double-click the Audio track, and you'll get a more detailed waveform window which you can use to edit.
18. Render your video: If you make transitions, you must Render the video before you can output it. Choose **Sequence-->Render Quality**. Options are Hi Res/ Lo Res/ Draft / Cuts Only. Select **Draft**. Then select **Sequence-->Render All**. You know Rendering is needed if you see red bar at top of Timeline at the point that needs to be rendered.
19. Preview the sequence: Move playback head to start of sequence in the Timeline. Go to Canvas window and hit the Play arrow.
20. Get ready to output your sequence: If you're happy with the sequence, reset the render quality for final output. Choose **Sequence-->Render Quality-->Hi Res**. And then select **Sequence-->Render All** again.
21. Set your "in" and "out" points: Move playback head to start of sequence in the Timeline. Set the "in" point by pressing "I" ("eye"). Move playback head to end of sequence in the Timeline and press "O" ("oh") for "out" point.
22. Output the sequence: **File-->Export-->QuickTime**. In the standard QuickTime save dialog box, choose the output options: compression, size, etc. Specify a filename, and click Save.

To import audio:

1. Use **File-->Import** to bring in audio clips (AIFF format) and add them to your Bin.
2. Use **Sequence-->Insert Tracks** to add additional tracks to the timeline if needed (audio or video).
3. Drag audio into new track or replace existing audio.

Recommended Final Cut Pro Preferences Settings

Click a link below to display a screen shot of the recommended settings:

[General:](#)

(**Note:** I suggest raising the number of Undo levels to at least 20.)

[Device Control:](#)

(**Note:** The Protocol setting may be different if your video source device uses a custom driver.)

[Capture:](#)

(**Note:** Be sure online and offline quality frame sizes are the same for best results.)

[Sequence Presets:](#)

[Scratch Disks:](#)

(**Note:** If more than one drive volume is available, use one volume for **Video** and **Audio**, and the other for **Render**.)

[Sequence Settings:](#)