



Beginners Guide to Final Cut Pro X

By:
Nicholas Castelli

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Introduction to Final Cut Pro X

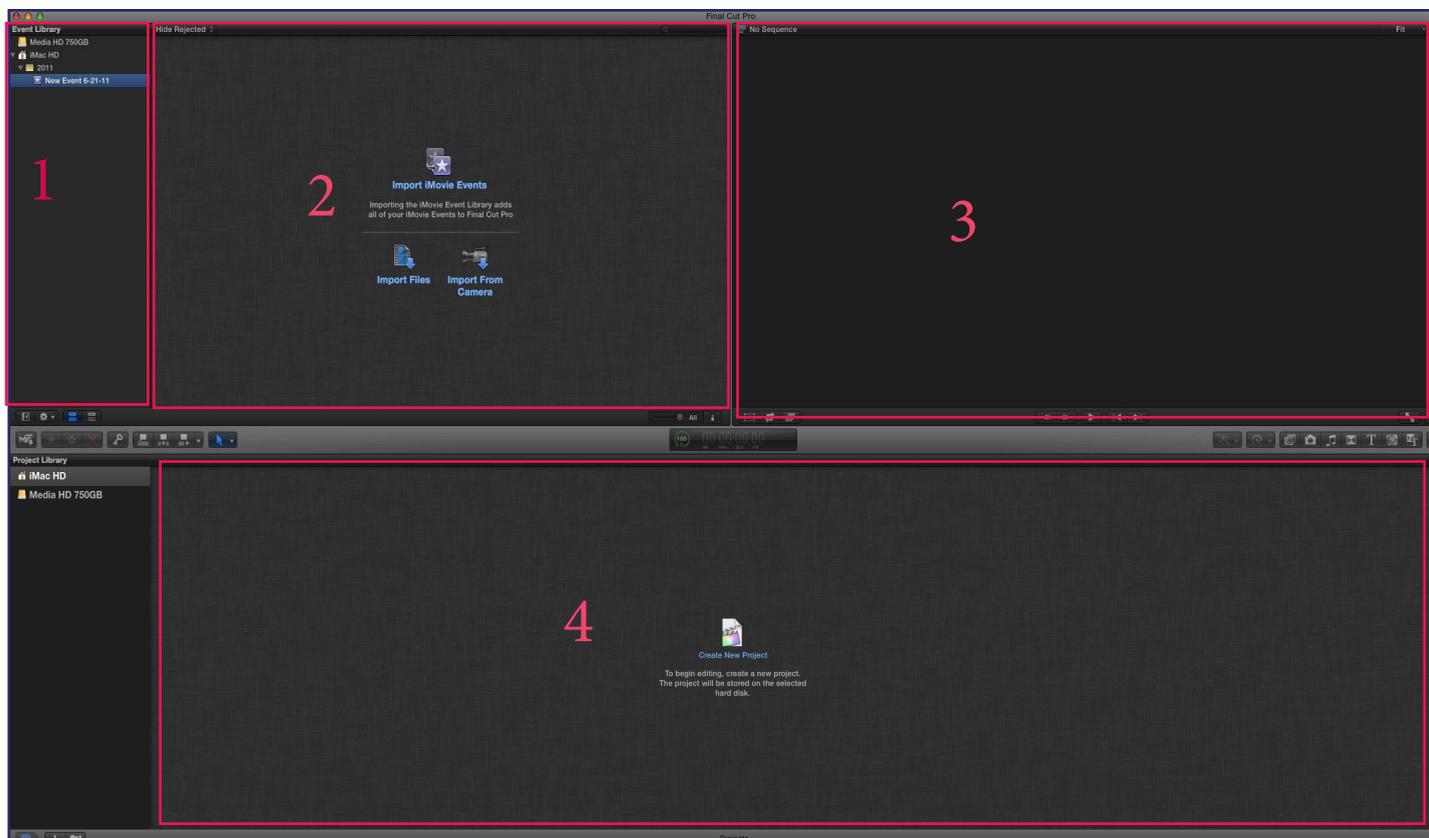
1.1 Welcome

In this manual we will be showing you the new look into video editing. Walking you through the new interface and looking at the tools and controls. With this you will soon be able to edit video quickly and efficiently.

1.2 Why Use Final Cut Pro X

With Final Cut Pro X or FCPX it takes the traditional ways of editing and makes it usable for everybody. It has the features and quality that can take your projects to the next level. FCPX brings an innovative new way at editing. FCPX also allows you to export your projects easily to places such as Youtube, Facebook, DVD, etc. Whether you're an experienced editor or new to the game this manual will help you get up and running with FCPX.

1.3 Exploring the Interface.



Introduction to Final Cut Pro X

1.3 Cont.

- #1- Event Library: This section is where you organize all your footage, images, and audio that you are going to use to create your project.
- #2- Thumbnails: Shows footage that was placed in the event library in clip format. Allows you to preview and scrub through footage before placing it in timeline.
- #3- Viewer: This is where your clips are shown to preview the look of your project or the selected clip.
- #4- Timeline: footage dragged down or placed from the thumbnail section are organized in the timeline to create your project.

1.4 Additional Windows

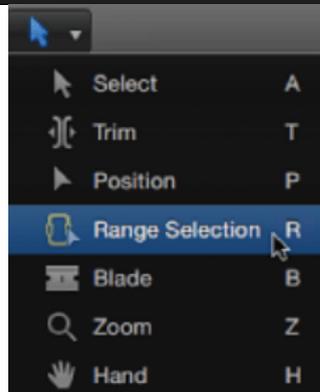


This two icons are located on the very bottom left of the interface. The first one on the left brings out a popout window that shows you all of your projects. This allows you to change between different project quickly without opening the interface over again. The second one that looks like a piece of paper is the timeline index. This tool allows you to quickly look up footage that has already been placed in the timeline.

*keyboard shortcut- shift + command + 2



- 1. Import from camera
- 2. Make clip a favorite
- 3. Unselect as favorite
- 4. Mark as bad clip
- 5. Make keyword for clip
- 6. Attach a clip on top of storyline
- 7. Insert inbetween clip on storyline
- 8. Attach clip at end of storyline



- 9. Shows percentage of background processing
- 10. Time on storyline where playhead is located
- 11. enhancement selection tool - color correction and audio repair
- 12. Slow down or speed up selected clip
- 13. Filters
- 14. Insert image from FCPX inventory
- 15. Insert music from FCPX inventory
- 16. Insert transition
- 17. Titles
- 18. Sequences
- 19. Title sequences
- 20. Information tool
- 21. Scrubbing tools

Introduction to Final Cut Pro X

1.5 Preferences and Settings

To find preference go to the top left corner and click the word Final Cut Pro and select preferences or use the keyboard shortcut “command + ,”.

Playback: Background render- If computer is untouched the default setting is 5 seconds and FCP will begin to render tasks in the background. To change the setting move the slider to make it start later or sooner.

Proxy Media- This is a smaller media file so it takes less space as opposed to original or optimized which looks better.

* Doing either will not change the end product of project. FCPX will always export your project at the highest resolution.

You can change the size of each window by moving your mouse inbetween sections. When cursor becomes two parallel lines with arrows facing outward you can change the size of the window.





Importing, Capturing, and Analyzing

2.1 Event Library

File, card, or camera

- Click Final Cut Pro
- Preferences or command ,
- import tab

Organizing:

1. Copy files to Final Cut events folder
:Files from harddrive will be copied if from card checked or not it makes a copy
2. Import folders as keyboard collections
:If organized in harddrive it will keep same properties when moved over

Transcoding:

1. Create optimized media: If you record on format such as HQCDX4, RP2, AVC HD which are all highly compressed long GOP formats (group of pictures) FCP converts it to media that is editable.
2. Proxy media: Instead of large media it makes it smaller and more laptop accessible.

Video:

1. When checked FCP will analyze footage brought in and group them accordingly. Rolling shutter is found when recording on a DSLR camera the waviness that can occur when panning.
2. Find people:
Analyzes if there are people in the shot how many whether its one, two or many and if its a close, medium, or far shot.

Audio:

FCP analyzes if there are audio problems in the clips such as a humming in the background or the person is talking too softly. FCP will fix it if its mild, if its a severe problem it will let you choose if you want to fix it and give you controls on the amount of repair it will do.

Importing, Capturing, and Analyzing

2.2 Importing and analyzing

What is an event?

In the event library, a purple icon with a star in it indicates the events.

An event is simply SCP way of organizing media by day or date.

Go to- File

- import
- files
- Select the media you wish to import

-Either add to an existing event

OR

-Create new event

*Note once imported you can still click on the clip and analyze it later.

The center area called HUD (Heads Up Display) has a rotating circle, if clicked it brings up background tasks.

2.2.1 Cards and file based cameras

Final Cut Pro automatically opens the camera import window. FCP will automatically go through your card and find recognizable content so you won't have to search through the card.

- Then select the clip you want to import and it will highlight yellow. To choose multiple clips hit the shift key and it will select the first and last clip plus everything in between. You can also hit the command(cmd) key and it will select only the clips selected then hit the blue import button on the bottom right. Then the organization window comes up again and hit import one more time. Those imported clips now have an orange bar and a clock on the bottom of them. This shows you how long before they're imported and which ones you chose to import.

If you only want part of a clip you can click on the clip where you want to start and drag to where you want it to end. You should see a yellow box form around the selected area, this shows which part will import. This can only be done one clip at a time.

Importing, Capturing, and Analyzing

2.2.2 Import from Imovie

File

-import

- Imovie project or Imovie event library

If you choose event library all events in library will be brought over

For a single project click then choose which project you want to import click it and hit import.

- This will bring in all events associated with the project along with the whole project as is

- It will automatically make this the new project in your timeline. To get back to other projects go to the bottom left corner and hit the movie reel button. Then select the project you want to work on.

Show picture

*Note if you have brought in some Imovie projects and decide to select import Imovie event and import every event in Imovie it will not duplicate ones already brought in.

2.2.3 Capturing from tape

Using firewire to connect your camera to import

Go to -file

-import camera

OR

- hit the button on the far left side of the center toolbar * show picture*

*Note if you hit this button without a camera connected it will turn the eyesight function on your mac. You will see a picture of yourself and then you can record directly onto FCP.

- If the camera is plugged in FCP will recognize the camera and bring up media. To import simply cue up tape where you want it to start importing then hit the blue import button on the bottom right. The organization window comes up, hit import again and the video will begin to play. When the video has gotten to the point where you got what needed simply hit the stop import button. You can now close that window and you will see that the new media is now in your event library.



Organizing Events

3.1 Event Library

show icon- This either hides or shows your event library.

show icon- Drop down menu lets you choose how you want to sort all your events

- Group by disk: groups media by which harddrive they're on.

FCP will automatically date your media in FCP if it is recorded on metadata in original clip

- choose by year
 - year and month
 - or not at all

3.2 Managing Events

- To create a new event without importing anything right click the gray area in the event library and click new event. It will automatically name the event with the date but you can rename it anything you want.

- To move media from one event to another instead of dragging the event itself you have to drag the clips over to the new event.

- When moving clips from one harddrive to another the same steps are required however when over the new location in the other harddrive a green plus icon next to the cursor, this means its making a copy. However if you want to move it all together hold down the CMD key and you will see the plus icon disappear.

- To move an entire event to a new harddrive click on event name and drag it over the harddrive. Once again a green plus will come up for you to decide if you want to copy or move the entire event.

Organizing Events

3.3 Keywords

Keywords: Helps you easily find clips your looking for.

- Some keywords might already be assigned to clips depending on how you imported them and what you chose in the organization window such as wide shot, close up, single person, two people etc.

-To see keywords you can switch from clip view to list view * show icon* and hit the pulldown triangles next to the clip.

Purple cogs- These are smart selections that were added when importing the clip

Blue key- Keyword

To assign a keyword click on the key icon on the center toolbar *show icon* have clip selected and in the dialog box presented type the keyword you wish to give the clip.

To add that same keyword to another clip select the other clip hit the key button and select the button with the corresponding keyword you want to add.

3.4 Favorites

Favorites are used to organize clips even further by the ones you like and the ones you dont.

show icon

When you have a clip selected hitting the green star will make it a favorite.

Hitting the red star will make it a rejected clip.

Hitting the empty star will get rid of the favorit or rejected title on the selected clip

If you have a long clip and you only like parts you can range the clip by clicking where you want to start and dragging to where you want it to end. The selected area should be surrounded by a yellow box, then by hitting one of the stars you can make the selected section of the clip. This is called subclipping.

To easily access these favorites go to the top of the clip viewer and select show favorites

show icon



Beginning To Edit

4.1 Projects

Creating a project

- Got to file in the menu bar
- Click create new project or cmd N

OR

Right click anywhere in the project library and click create new project

OR

At the bottom left corner hit the plus icon

* show icon*

A dialog box should now appear in which you have some settings to choose from.

Video Properties: set audio- This means the first media clip you bring in will convert the timeline to work with the specific size and framerate for that media.

Custom- Allows you to choose what type of files the timeline should convert itself too.

The audio settings are the same as the video settings.

- If at any time you want to change the properties of your project go back into the project library with the film reel icon. Have the project highlighted and click the inspector tab on the center toolbar. Once in inspector hit the wrench icon on the bottom and a dialog box will appear.

show 3 icons

* Note you never have to save your work FCP does it automatically for you, even if there is a crash.

Beginning To Edit

4.1 Continued

To get rid of a project simply right click the project in the project library and hit move project to trash.

4.2 Primary Storyline

The first thing you will want to do is bring in a clip to the timeline. Find a clip you want to bring in and select it. To narrow down the selected clip you want to bring in find where you would like it to start and hit the “i” key, this will adjust the yellow highlighted box to the new start point. Press the spacebar to play/pause the selection. When you find an end point pause the video and hit the “o” key to make the outpoint.

To bring the selection into the timeline you can simply click and drag the selection. By default FCP will bring the clip to the beginning of the timeline.

Other ways to bring in a clip would be the insert or append tool.

show 2 icons

With the append tool- Once you have your clip selected instead of dragging it in you would click that and it places the selection to the last thing placed in the storyline.

With the insert tool- Once you have the selected clip move the playhead to where you want the clip to go and hit the insert tool. If the playhead is inbetween a clip the insert tool will cut the clip in half and insert the selection inbetween it.

* Note FCP has a magnetic timeline so if you drag down a clip it will connect it to the last clip in the timeline to prevent a flashframe (a visual gap)

Beginning To Edit

4.2.1 Video and Audio only

Once you have a clip selected from the clip menu hit the dropdown arrow next to the append tool. From there you can choose whether you would like to bring in just a clip's video, audio, or both.

* Note remember to change it back or it will stay at the setting you left it last.

4.3 Working with photos and graphics

When you bring in a photo or graphic into the main timeline the default time duration for them is four seconds. This can always be changed under the preferences menu.

If your images are all different sizes they will not all fit in the view the same way. With the smaller ones the viewer will show black bars on either sides the top and bottom or both. To fix this you will go to the menu bar attached to the viewer and use the resize tool. Blue dots will appear around the image and you can resize it directly in the viewer.

show icon

Beginning To Edit

4.4 Ripple Edits

- A ripple edit is used when you want to get rid of the extra footage in the beginning or end of a clip. To perform a ripple edit the clip you want to edit must be in the timeline. You are then going to bring your cursor to the beginning of the clip until it shows this icon.

* show Icon*

Make sure the icon is facing the clip you want to edit. Then you will click and drag your mouse to the right to edit down the clip or left if you want to add. You can do the same at the end of the clip as well only dragging to the right will add and the left will trim.

4.5 Edits

Roll Edits- You use this between two clips when you want to move the outpoint of the first clip and the inpoint of the second clip.

To do this you must first switch tools. In the center toolbar hit the dropdown button next to the blue arrow and select the trim tool. Then when you select an edit point you will see the two sections are highlighted. Then you will drag in either direction to add to one clip and subtract from another.

* show icon*

Slip and slide edit- This is used when you like the duration of the clip but not the action that is happening at that exact moment in the clip. To perform this edit you will once again have the trim tool selected but instead of clicking in between two clips to roll edit click in the center of the single clip you want to edit. This will then highlight the edges of the selected clip and show you a split screen in the viewer. The left screen will show the start point and the right clip shows the end point. Then drag the clip in either direction to get the desired point you want.



Working With Sound

5.1 Manipulating Audio

- When you are working with audio you will want to see the audio meters. To do this go to the HUD in the center toolbar and click on the right where the meter tower are.

* show icon*

On the right of your timeline an enlarged meter will appear. To manipulate the audio you will see on the bottom of your clips in the timeline have audio wave. To change the overall volume of the clip you can grab the black bar and drag it up or down to increase or decrease the entire clips audio.

- You can also change how you see clips in the timeline by clicking this icon *show icon* on the bottom right and then choosing the setting you prefer.
- Another way to adjust audio is selecting the clip
 - choose the inspector tool
 - and under the audio section you can change the volume

*Note if you ever drastically change the volume and want the original settings in the inspector in the volume and pan box click the curved arrow to reset.

- To insert music into your project select a song from your clip viewer and hit the connect icon.

* show Icon*

Located next to the insert tool and the clip will connect under the main timeline wherever the playhead was. You can do the same with video except it will connect on top of the main timeline.

To see everything in the timeline at once hit “shift + z” to zoom fit, “cmd + -” to zoom out and “cmd + +” to zoom in.

Working With Sound

5.2 Adjusting Audio

- When you have more than one sound clip playing over each other you don't want competing audio so instead you adjust the audio to complement each other. To do this we will teach you how to fade in and out of certain times during audio clips.
- Using keyframes we will fade the audio. When using keyframes remember you need two on each end to successfully fade. To do this you will hold the option key and click on the black line in the audio clip where you want to add the keyframes. You will know they were added because you will see a white dot where you clicked. Once all four keyframes are where you wanted them simply grab the black bar in between the center two and drag it up or down. You will see that this moves separately from the rest of the audio clip.
- From there you can reposition the keyframes and dragging them left or right to make the fade either more gradual or more drastic.
- Another way to do this is to go to the tool dropdown menu where you found the selection tool and the trim tool but this time you will select the range tool.

show icon

Once this is selected you can click and drag anywhere you want on a clip and you will see a highlighted yellow box. This is now what you have selected then by dragging the black bar up or down again you will see only what is in the highlighted section is altered.

- Another tool when adjusting audio is at the beginning and end of an audio clip. If you put your mouse over the clip you will see green nodes. By clicking and dragging them inward you will see you are creating a fade. You can also right click on these nodes to select what type of fades you want them to apply.

Working With Sound

5.3 Tools and Techniques

- FCP offers many tools for you to use when working with audio. To look at some of these tools click on an audio clip and hit the inspector button. *show icon*
Along with adjusting the audio from inspector like we did in the previous chapter you can also pan your clip by selecting the dropdown menu next to the pan mode located in the volume and pan box. Once you have selected one if any you can change the amount and because FCP is surround sound compatible you can adjust the surround sound settings for it as well.
- Under the audio enhancement box you can detect if there was any problems with the audio next to the audio analysis display. You can also change the equalization of audio to better satisfy the needs of the project.
- Under the channel configuration box you can decide what channel you want the audio to come from depending on what you use to capture the audio.

5.4 Recording

If you would like to record a voice over for your project FCP allows you to do so directly in the program.

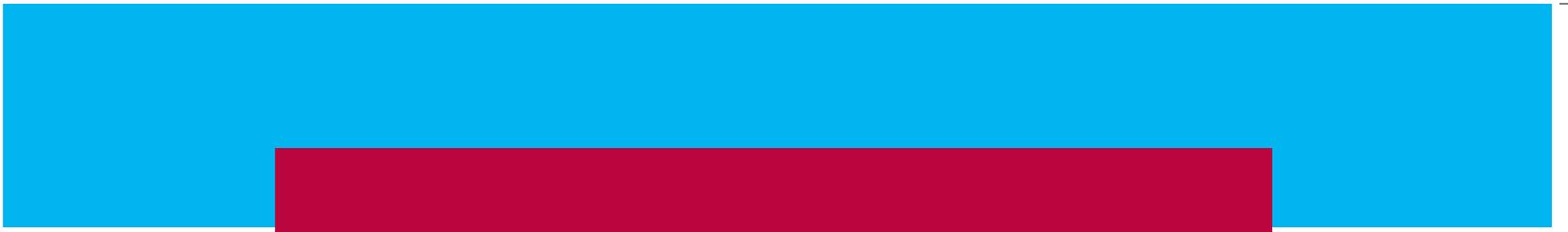
- First position you playhead where you would like it to start in your project.
 - Then go to window and select the record audio option
 - you will see a record audio display box.
 - When your ready hit the record button and the video will begin to play as you record.
 - Hit the record button again to stop the recording
 - The audio clip will automatically drop in your project where your playhead was.

Working With Sound

5.5 Syncing

- You will need this if you have a video clip with audio in it and you want to sync it with the same audio only recorded on a separate device. To do this you need to select both the clean audio file and the video file with audio in it, right click and select synchronize clips. FCP then automatically creates a new clip of the synchronized media.
- Now that you have this new clip bring it into the timeline and double click it. This will bring you inside the compound clip and will show you the audio and the old video clip separated.
- From here you can get rid of the bad audio by right clicking on the video file and selecting break apart clip items. The audio will then be detached and you can now delete it.
- To get back to the main storyline and out of the compound clip hit the back button on top of the timeline,

* Show Icon*



Advanced Editing

6.1 B-Roll

- When working with the b-roll you will want to connect it on top of the main timeline using the connect tool like we did in the previous chapters.

show icon

Once again this tool will take the clip selected in the clip viewer and attach it on top of the timeline wherever the playhead is located.

- Another way to connect a clip is to simply drag it to where you want it in the storyline by placing it above the clip in the timeline.

Regardless of the way you do it you will see that the connected clip has a spike attaching it to the main timeline. This acts as an anchor, meaning if you move the main timeline the connected clip will move with it.

6.2 Compound Clip

- This is used for grouping items together to clean up the main timeline.
- To make a compound clip all you need to do is select the clips you want to go together, right click and hit "create compound clip"
 - you will see that those clips came together in the main storyline. To access the individual clips simply double click on the compound clip
- To get back to the main storyline hit the back button on the timeline toolbar like we did in the last chapter.

At any point you no longer want this to be a compound clip right click it and select "break this clip apart."

Advanced Editing

6.3 Adding a Gap

- As we said earlier with FCP you are working with a magnetic timeline to ensure there are no flashframes. However if you wanted a blank space inbetween clips there are ways to do that.

1. Go to the tool dropdown menu in the center toolbar.

show Icon

2. Choose the position tool.

- By using this you can move a clip wherever on the timeline you want without it magnetically going to the end. However you will see that a gap has formed inbetween.

OR

1. Move the playhead to the desired area.

2. Go to edit in the main tool bar.

3. Select insert gap.

6.4 Blade, Zoom, Hand Edits

Advanced Editing

6.5 Effects, Transitions, Generators

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Glossary

