

Final Cut Pro – Basics

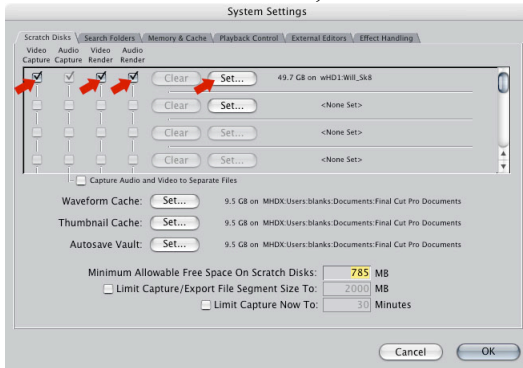
What is a Scratch Disk and how do I use it?

Since you'll be using an external Hard-drive, you will need to do this procedure each time you use FCP in our labs since each computer resets itself once a logout or restart occurs. If you are working on your own FCP system, you won't need to do these steps on your home machine except for one time per project.

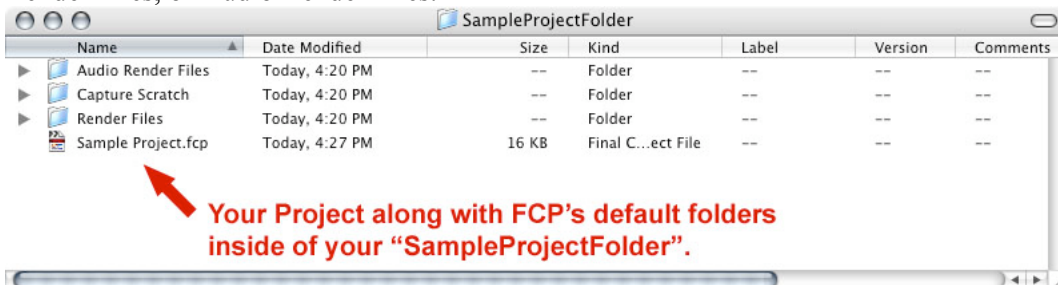
Be sure that FCP knows where your media is stored and captured to. FCP uses the term "Scratch-disk" to designate a location on an internal or external hard-drive for capturing media. In addition to this location where your source audio and video clips will be stored, you must also manually save and name your project file. The project file is a separate reference file that contains information about clips, photos, titles, timelines and other media related to your project. This file and its related media must always travel together if you are working on different machines.

When you define a Scratch-disk in FPC, it will automatically create a set of default folders within a specified location. For that reason, you should first create a Project folder on your hard drive and specify that folder as your scratch disk location, then save your project file there. Here's how:

1. Plug in your external drive and create an empty folder for your project. In this example we'll call it "SampleProjectFolder".
2. Select Final Cut Pro > System Settings...
Be sure that you are on the first tab labeled "Scratch Disks" and be sure that all checkmarks are turned on for the first item, and then click the Set... button. Choose your project folder.



3. Now save your project into your newly created project folder. While saving, you'll see Final Cut has already created sub-folders inside your project folder. Save your Project file (i.e. "Sample Project") to your folder, but **NOT** inside the sub folders labeled Capture Scratch, Render Files, or Audio Render Files.



4. If you ever need to move your project, you should move your entire Project folder. In that case you'll need to point FCP to that location again under scratch disks. This way, the Project itself and all associated media files will move and stay linked together.

How do I capture my video?

Before you proceed, be sure that you've properly specified your Scratch Disk and saved your project. If capturing to an external drive, be sure that it is at least a 7200 RMP drive with a Firewire (or faster) connection. External USB drives are not suitable. Also be sure that both your drive and video camera are connected to the computer. Your camera should be connected via a Firewire cable in order to enable "Device Control" through FCP. Keep an eye you how much available space is on your Scratch Disk.

1. Be sure all devices are connected and turned on, **before** you launch Final Cut. Also put the camera into playback mode.
2. In FCP select File > Log and Capture...
This will bring up the Log and Capture window.
3. This window has three tabs, check each one as follows:
 - a. Capture Settings
 - i. Device Control: Firewire NTSC
 - ii. Capture Input: DV NTSC 48 kHz
 - iii. Scratch Disks: Can also be specified by clicking here
 - b. Clip Settings
 - i. Video: Select to enable video capturing
 - ii. Audio: Select to enable video capturing, change the # of audio channels captured
 - c. Logging
 - i. Use the provided fields to label your tape and clips as you are capturing video.



4. After you close the window, captured clips will appear in your Project's Browser window. You should then be able to use them in your timeline sequence.

Useful Shortcuts:

N – Toggle timeline snapping

I – Set "In" point

O – Set "Out Point"

M – Set Marker (press twice to access the Marker dialogue box)

Space Bar – Play/Pause

Home Key – Brings playback head to the beginning of the timeline

Shift-L – Toggle clip Linking

Shift-Delete – Ripple Delete (deletes, then moves clips left)