

Final Cut Pro

Unleashed

SAMPLE PAGES

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VERSION 10.0.4



Digital Heaven

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The Event Pane provides a lot of pop-up menus and contextual information (opened by **Ctrl-click** on the specific item or window background).

The view below is an example for a very simple setup with only one Event that contains two Clips. When working with more Events and Clips and the introduction of Metadata, the interface gets more complex but also more powerful.

The screenshot shows the Event Library interface with several annotations and pop-up menus:

- Menu Selection:** A menu with options: All Clips (checked), Hide Rejected, No Ratings or Keywords, Favorites, Rejected.
- Search Box:** A search box with a magnifying glass icon.
- Contextual Menu for the Event Browser:** A menu with options: Import From Camera, Import Files..., New Compound Clip, Group Clips by, Arrange Clips by, Text Size.
- Event Library List:** Shows "OSX Snow Leopard" and "New Event 7-7-11" with a disclosure triangle.
- Clip List:** A table with columns "Name" and "Start". It lists "IMG_0789" (00:00:00:00) and "Der Maulwurf" (01:00:00:00).
- Contextual Menu for the Event Library:** A menu with options: New Event, New Folder, New Keyword Collection, New Smart Collection, Import Files..., Transcode Media..., Analyze and Fix..., Move Event to Trash.
- Event Toolbar buttons:** A row of icons for navigation and settings.
- Status Info:** A label "2 items" at the bottom of the clip list.
- Clip Appearance Panel:** A panel with "Clip Height" and "Show Waveforms" (checked).
- Clip Icons:** Three icons representing video, audio, and still image.
- Display Commands for the Event pane:** A menu with options: Group Events by Disk, Group Events by Date, Show Date Ranges in Event Library, Arrange Events by Most Recent, Group Clips By, Arrange Clips By.
- Selection for Filmstrip view:** A menu with options: Content Created, Name (checked), Take, Duration, Ascending (checked), Descending.
- Selection for List view:** A menu with options: None (checked), Content Created, Date Imported, Reel, Scene, Duration, FileType, Roles, Ascending, Descending.

Create A Project

Before we get into the actual video creation on the timeline, let's have a look at the initial creation of a Project.

The + button in the Projects Library toolbar lets you create a new Project. It is important to select the right hard drive or subfolder in the Project Library because that will be the location of your new Project. If you want to place the Project into a subfolder you can create the folder(s) first with the Folder button. However, you can later drag Projects and folders freely around in the Projects Library.



When you click the + button, a settings sheet will open up where you set the properties for the new Project:

Set the starting timecode for the Project Timeline

1080p HD
1080i HD
✓ 720p HD
NTSC SD
PAL SD
2K
4K
Other

23.98p
24p
25p
29.97p
30p
50p
59.94p
✓ 60p

32kHz
44.1kHz
✓ 48kHz
88.2kHz
96kHz
176.4kHz
192kHz

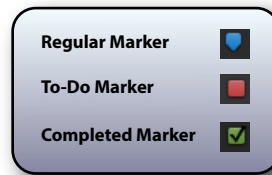
Surround
✓ Stereo

Apple ProRes 4444
Apple ProRes 422 (HQ)
✓ Apple ProRes 422
Uncompressed 10-bit 4:2:2

- **Name:** This will set the name of the Project and also the name of the Projects folders in the "Final Cut Projects" folder. You can rename the Project later at any time.
- **Default Event:** You have to assign at least one Event to the Project called the "Default Event". However you can later use clips from any other available Event. Those other "used Events" are called "Referenced Events".

Markers

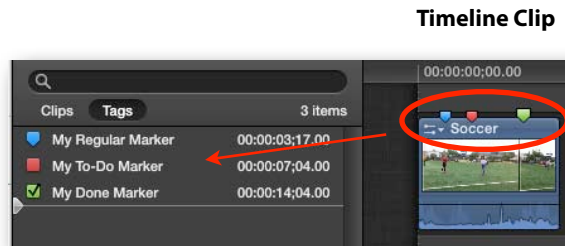
There are three different kinds of Marker:



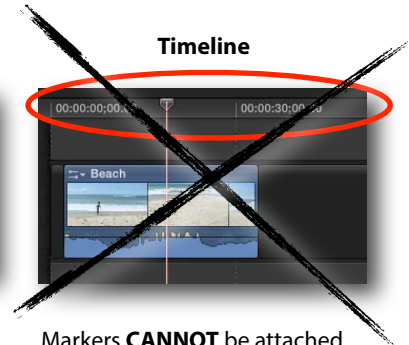
Markers can be attached to:



Markers can be attached to Event Clips. They will be visible on top of the Clip and also listed in the list view "inside" the Clip together with other metadata.



Markers can be attached to Timeline Clips. They will be visible on top of the Clip and listed in the Timeline Index together with other metadata where they can be searched for. When an Event Clip gets moved to the Timeline it brings its Markers with it.

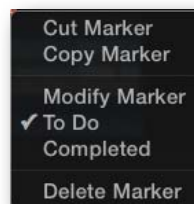


Markers **CANNOT** be attached directly to the Timeline like in previous FCP versions.

TIP: Create a Placeholder Clip as a Connected Clip on the first frame of the Primary Storyline and extend it to the end of the Project Timeline. Now you can create Markers on that long "Pseudo Timeline Clip"

A variety of commands lets you manage Markers through Key Commands, File Menus and Contextual Menus:

Contextual Menu



Menu Command

Mark > Markers



- **Create** a Marker: click **M** to create a Marker at the Playhead/Skimmer position.
- Create Marker and Modify: **Opt-M** creates a Marker, stops playback and opens the Marker Window.
- **Modify** Marker: **double-click** on the Marker (on the Clip or in the list) or press **M** again when the Playhead is on the Marker.
- **Delete** Marker: A single Marker or all the markers in a selection.
- **Nudge** Marker: You can nudge the Markers left or right by 1 frame or (1 subframe for audio only clips). Key Command **Ctrl-,** or **Ctrl-.**
- **Copy-Paste:** Use the Cut or Copy command from the Contextual Menu and paste **Cmd-V** the Marker at the Playhead position.

Part 2: Becoming a Guru

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Angle Editor

The Angle Editor is the tool for editing the content of a Multicam Clip. Remember, those changes affect the “parent” Multicam Clip in the Event Browser and all its “child” copies in all Projects!

Use any of the following commands to open a Multicam Clip in the Angle Editor:

- **Ctrl-click** on the Multicam Clip in the Event Browser or Project Timeline and select from the Contextual Menu **Open in Angle Editor**.
- **Double-click** on the Multicam Clip in the Event Browser (doesn't work on the Multicam Clip in the Timeline)
- Select a Multicam Clip either from the Event Browser or Project Timeline and choose the Key Command for “Open in Timeline” (unassigned by default). Interesting that it uses this command even if the Angle Editor interface is not exactly a Timeline (like a Project Timeline or a Compound Clip opened in a Timeline).

Interface Elements



Timeline Header:

The pathname always includes two levels, The Event (with the Event icon) and the Multicam Clip (with the Multicam Clip icon)

Video Monitor icon:

Click on it to select the Angle as the current video output. The icon turns white and the whole Angle turns grey. This is the same as selecting **Set Monitoring Angle** from the triangle popup menu.

Audio Monitor icon:

Clicking on it turns the audio for this Angle on  or off 

This is the same as selecting **Monitor Audio** from the popup menu.

Angle Name:

The name for each Angle is created automatically but can be overwritten.



Triangle popup menu:

Various Commands, specific for the Angle Editor

Other elements:

- The Timeline History buttons (arrows in the upper left corner, or Key Command **Cmd-[** and **Cmd-]**) work in the same way as with any other Timeline.
- Skimming is always on.
- The new “Clip Skimming” feature (**View > Clip Skimming** or Key Command **Opt-Cmd-S**) also works. If selected, it skims only the one Clip (video and audio) that you mouse over, ignoring the current Video and Audio Monitor selection.

Adding Audio

Before we look at *how* to mix audio with the Inspector, let's have a closer look at *what* we are mixing, the individual Clip.

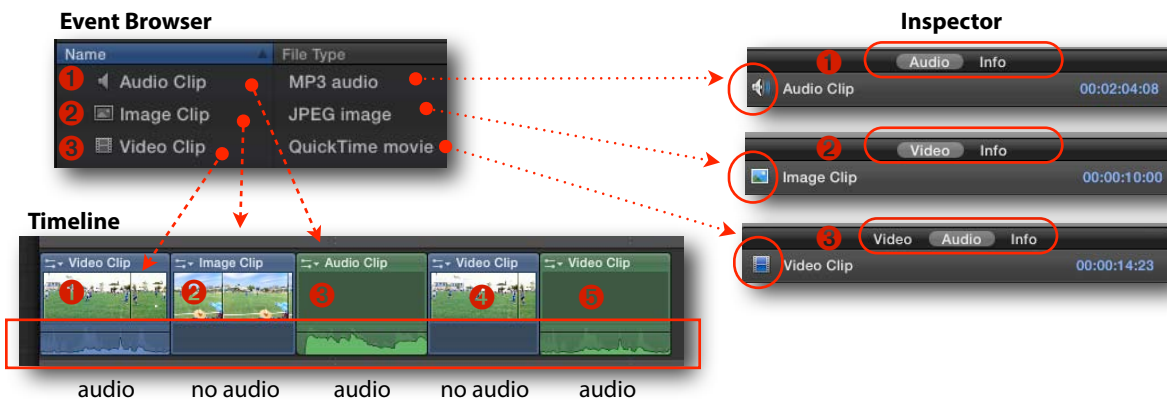
Audio Clip

Below are various Clips with a focus on audio:

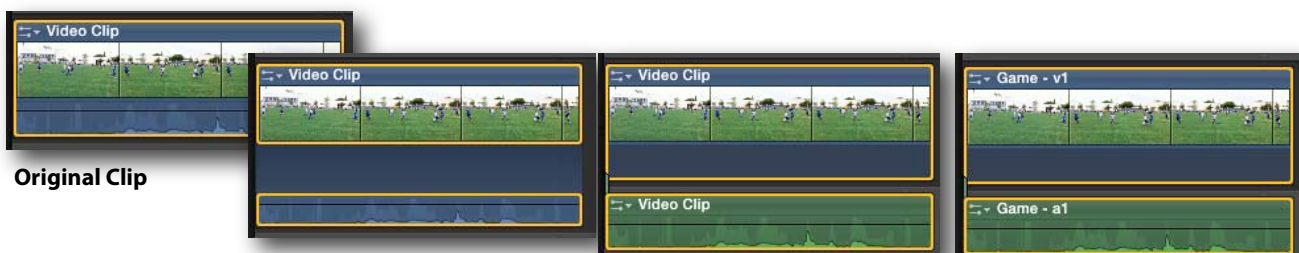
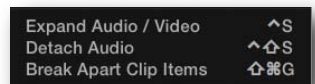
- **Event Browser:** The icon or the File Type is the first indication if a clip contains audio.
 - 1 Audio Clip: This type of clip most definitely has audio content.
 - 2 Image Clip: An image clip is technically just one frame of video and doesn't contain audio information.
 - 3 Video Clip: A video clip can have video and audio information.
- **Inspector:** The header of the Inspector displays the Audio tab only if the Clip has audio content. Next to the Clip name is also its clip icon that indicates what File Type the selected Clip is.
- **Timeline:** The Timeline displays right away in the thumbnail if a Clip contains audio information. Keep in mind that the clip display option can hide the audio portion of a Clip.

The last two Clips on the timeline are special. They are both dragged from the same Event Clip 3, however:

- 4 Video Clip (Video Only): In this case the Clip was added to the Timeline with the "Video Only" source media active. The audio portion of the thumbnail is empty.
- 5 Video Clip (Audio Only): In this case the Clip was added to the Timeline with the "Audio Only" source media active. The video portion of the thumbnail is empty. Please note that the thumbnail color is green for audio only clips.



Just a reminder. A video clip that contains audio is technically a Compound Clip, kind of a "Grouped" Clip that contains more than one Clip inside. Look at the three different Clip commands and what happens to the audio portion of the Clip:



Original Clip

Expand Audio / Video

This is just a separate view, the Clip is still a Compound Clip.

Detach Audio

Audio Clip becomes a separate Connected Clip (green).

Break Apart Clip Items

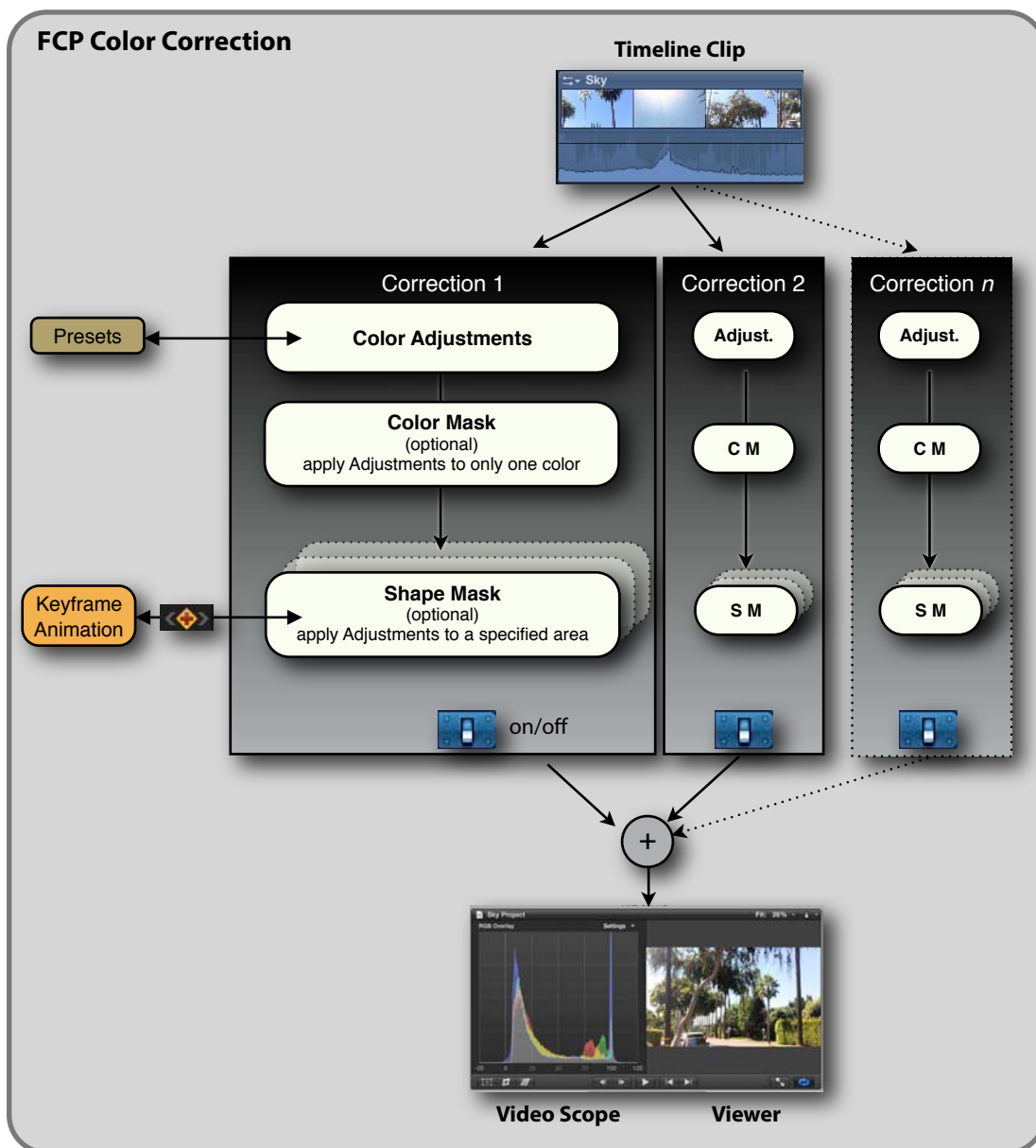
Audio Clip becomes a separate Connected Clip (green). The Clip name inherits the Source Media name and indicates the track (-v1, -a1).

Color Correction

Color Correction (often referred to as *Color Grading*) is the process of altering or enhancing the color of your video. There are different reasons why you want to do that:

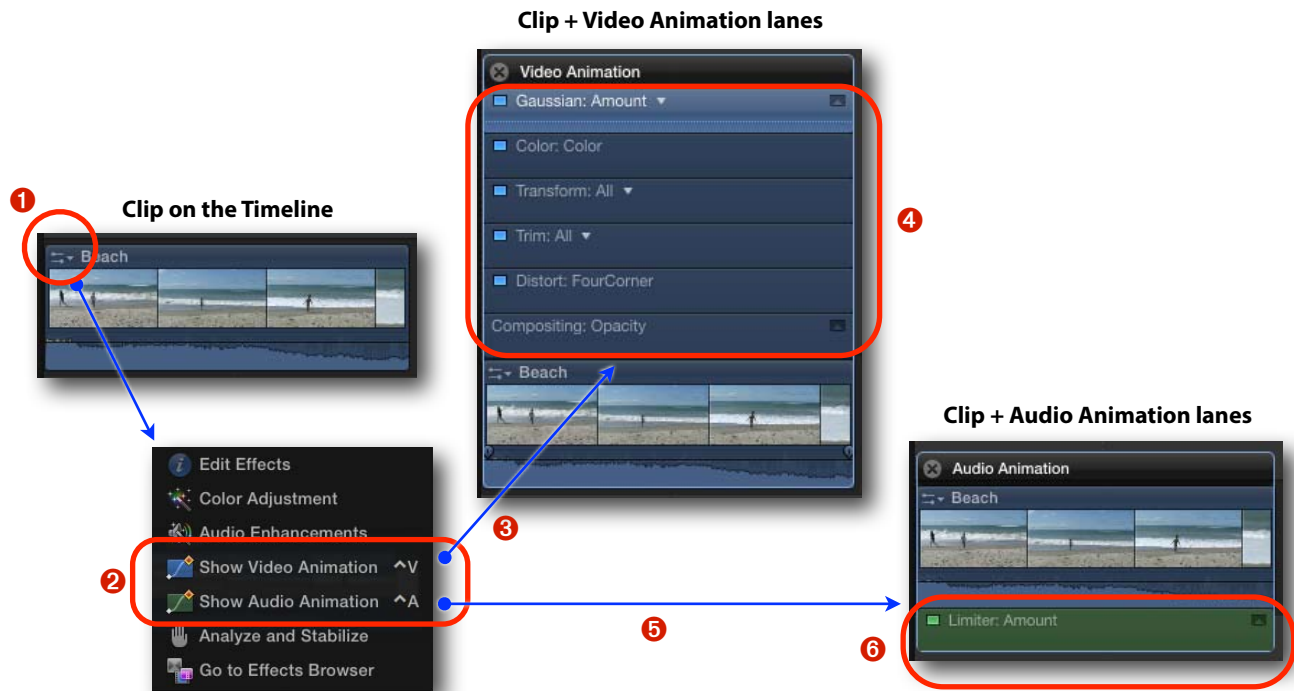
- You have problems with the look in the original video that wasn't captured right. Too bright, too dark, not enough contrast, not enough color, too much of some color, etc.
- You want to give the video a specific look, e.g. warm, harsh, over saturated, old style, b/w, etc.
- You want to create special effects by changing the look of the video to an extreme degree.
- You want to do any of the above treatments but apply it only to a specific color or a specific area in your video frames.

All of that has to be done manually and requires knowledge and skills to do it right. Color Balance and Color Match on the other hand are an automatic procedure. Let's look first at the layout of the available tools:



Keyframes in the Animation Editor

The Inspector provides a simple data entry interface. This is sufficient when you are adjusting a constant value for a parameter. The Animation Editor on the other hand provides a graphical interface. This is much more useful when entering Parameter values that change throughout the duration of a Clip. Let's look at the mechanics of the interface first:



- 1 A Timeline Clip has something that the Event Clip doesn't have; The *Adjustment* pop-up menu. This is the little icon with the disclosure triangle at the left upper corner of the Clip. Clicking on it will open that menu.
- 2 The Adjustment pop-up menu contains all the commands to "mess around" with the Clip, including the two commands "**Show Video Animation**" and "**Show Audio Animation**".
- 3 The *Show Video Animation* command will expand above that Clip, displaying all the video controls as single lanes on top of the Clip.
 - That Video Animation view can also be displayed with the Key Command **Ctrl-V** or from the Main Menu **Clip > Show Video Animation**.
 - The Adjustment popup menu lets you toggle the Video Animation view only one Clip at a time. The Key Command and the Main Menu command lets you toggle the Video Animation view for all the selected Clips at once.
 - The command will change to "**Hide Video Animation**" once it is open.
- 4 Each controller lane (in blue video color) represents a Module listed in the Inspector for that specific Clip.
- 5 The *Show Audio Animation* command will expand below a Clip, displaying all the Audio controls as single lanes below the Timeline Clip.
 - That Audio Animation view can also be displayed with the Key Command **Ctrl-A** or from the Main Menu **Clip > Show Audio Animation**.
 - The Adjustment popup menu lets you toggle the Audio Animation view only one Clip at a time. The Key Command and the Main Menu command lets you toggle the Audio Animation view for all the selected Clips at once.
 - The command will change to "**Hide Audio Animation**" once it is open.
- 6 Each controller lanes (in green audio color) represents a Module listed in the Inspector for that specific Clip.