507 Workshop: Introduction to Non-Linear Editing

Introduction

This is a workshop for the Final Cut Pro 7 non-linear editing software.
You don't have to be an expert at using it to make it work for you.

"Non-linear" or computer based video editing gives us a great amount of flexibility and control over the elements we are assembling.

The non-linear method or process that we teach in this workshop is one of many ways to achieving the same final product. We developed this method to give us *speed, efficiency* and *flexibility*. It's based on reducing the amount of steps when cutting stories on a deadline. Learn from other people's experience and mistakes by following this technique for cutting stories here at school (and beyond, unless your future boss tells you otherwise).

Understanding Final Cut will benefit the Broadcast, Print and Online journalist by being able to cut video segments for television or websites. Many PR companies also have their own systems in their offices.

No Food or Drinks in the Digital Lab. Not on the floor, only inside your bag.
(The lab has a raised floor and a spill could result in an electrical short)

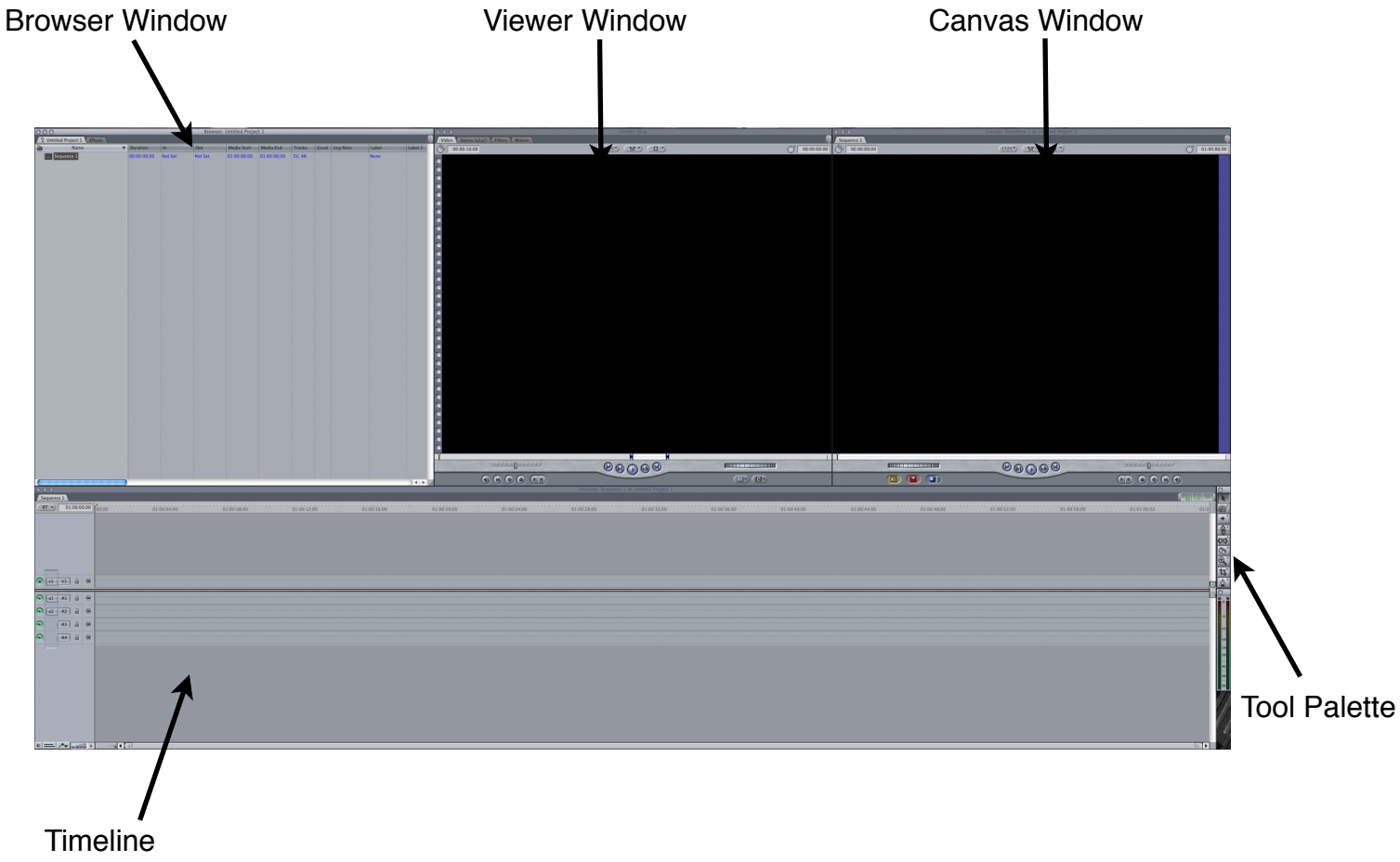
3 Basic Steps to Editing

1. Input footage into the computer
2. Edit/assemble a sequence
3. Output your material

Please keep open programs to a minimum. Final Cut Pro requires a great deal of the computers resources and having too many programs open could cause system instability.

You can always find this tutorial and more at http://www.dlquestions.com

507 Final Cut Pro Workshop I



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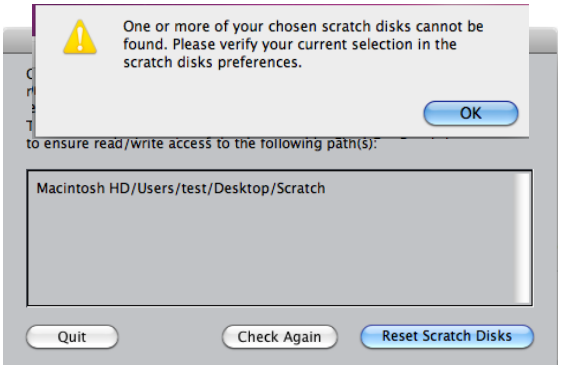
Open Final Cut by clicking on the Final Cut Pro icon in the dock at the bottom of the screen.

Setting Up Your Project

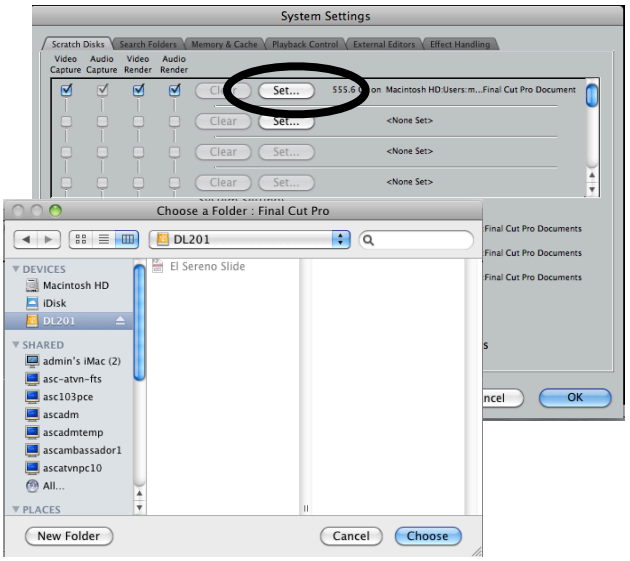
File management is one of the most important aspects of using Final Cut Pro effectively. Whenever sitting down to work in Final Cut it is important that you set your scratch disk location so that you know were your files are/go.



1.) When the “Non-Writable Scratch Disks” dialogue opens, click Reset Scratch Disks.

2.) You will receive the following error: “One or more of your chosen...” Click OK.

3.) Click on the first Set button in the Scratch Disks window.
This will open up the “Choose a Folder” dialog.



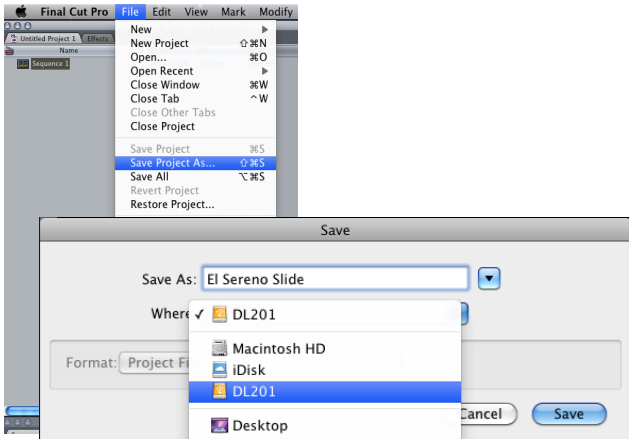
4.) Under “DEVICES” select your drive (DLxxx) and click Choose.

Note: You should set your scratch disc **every time** you open Final Cut Pro.

5.) Click OK.

6.) Click Continue.

7.) Select *File* and then *Save Project As...*

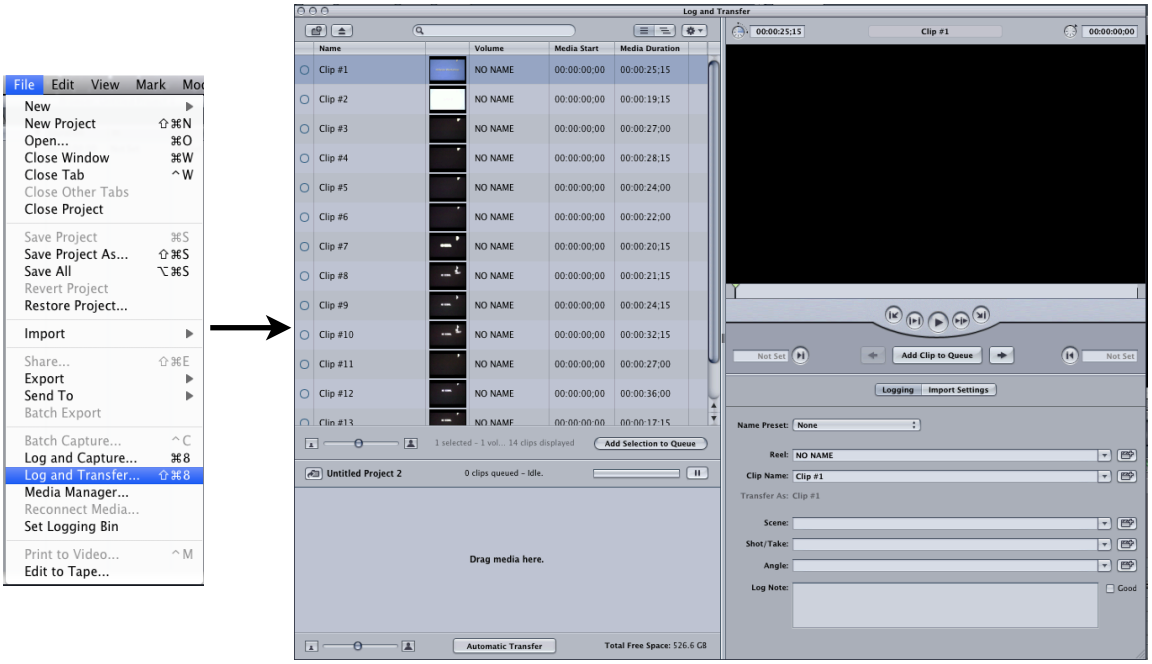


8.) Under “DEVICES” select your Drive “DLxxx”.

9.) In “Save As” type “El Sereno Slide” and click “Save”.

Importing Clips

1.) Choose *File > Log and Transfer*



2.) Singe click on “Clip #1” then press “return” on the keyboard.

3.) Type “Cars” and press return to rename the clip.

4.) Rename the rest of the clips the same way following the list below:

Clip #2 - Fireman
Clip #3 - Pan
Clip #4 - Birds
Clip #5 - Bag
Clip #6 - Box
Clip #7 - Women and Children
Clip #8 - Hill
Clip #9 - Beams
Clip #10 - Leaving
Clip #11 - Marta
Clip #12 - Jeanette
Clip #13 - Bottle
Clip #14 - VO

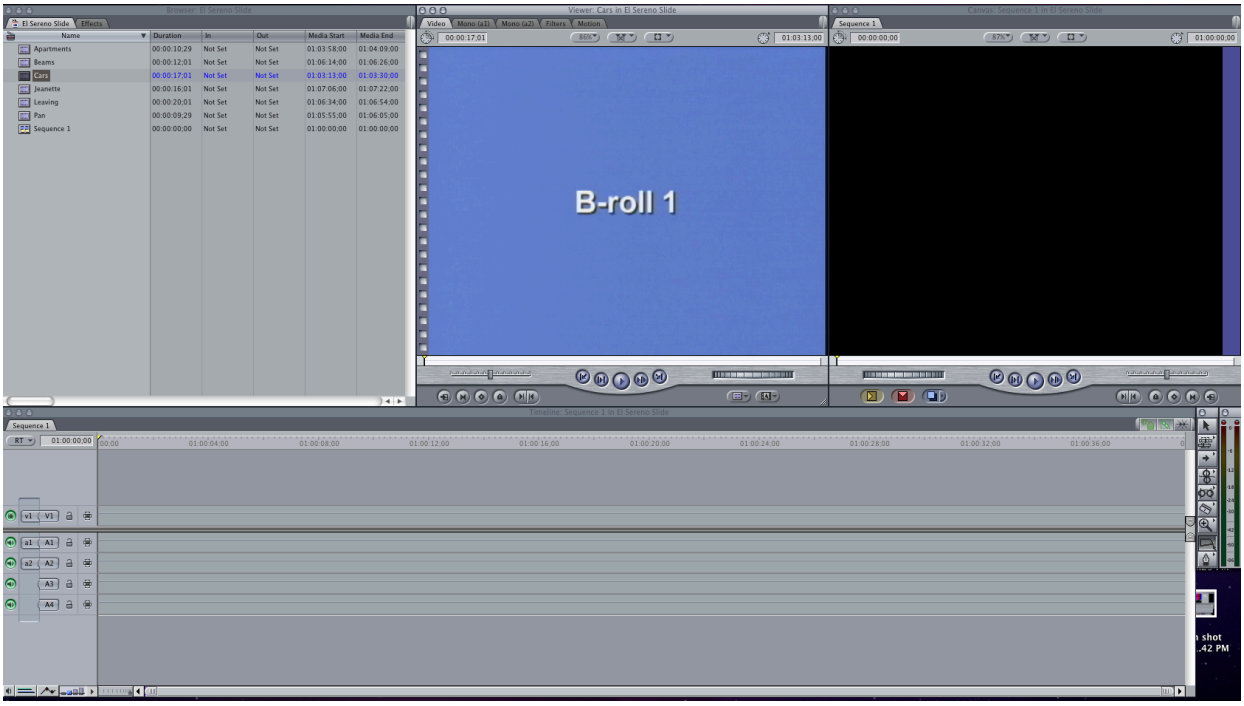
5.) Click on “Cars”.

6.) Press “command-a” on the keyboard to select all of the clips.

7.) Click the Add Selection to Queue. Your footage will be copied into your Browser Window and placed in your Capture Scratch folder.

It will take around 4 minutes to copy your footage to the workstation.

Setting In And Out Points



In and out points are the basis for all of your edits in Final Cut Pro. As you find clips you want to use, you tag them with an in point for where you want your edited clip to begin and an out point where you want the clip to end before bringing it down into the timeline.

1.) In order to set in and out points we first need to load a clip into our viewer window. Double click the clip “Cars” from the Browser Window.

2.) With “Cars” loaded in the viewer press the spacebar to play the clip. Locate the beginning of the shot.

3.) Click the “Mark In Point” button or hit “i” on the keyboard. By marking an in point you are telling Final Cut Pro that this is the first frame of your raw footage that you want to use.

4.) Based on our script our first shot needs to be seven seconds long. However, we need to include two seconds of pad. Move the clip forward nine seconds by typing “+900” in the media location window and then hitting return.

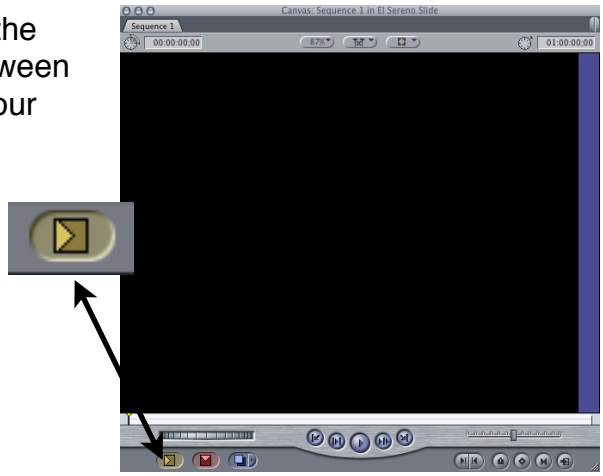
5.) Click the “Mark Out Point” button or hit “o” on the keyboard.

6.) You now have a portion of your clip highlighted. When you perform an edit, everything between your in and out points will be added to your timeline. Notice the duration of clip in the media duration window is nine seconds.

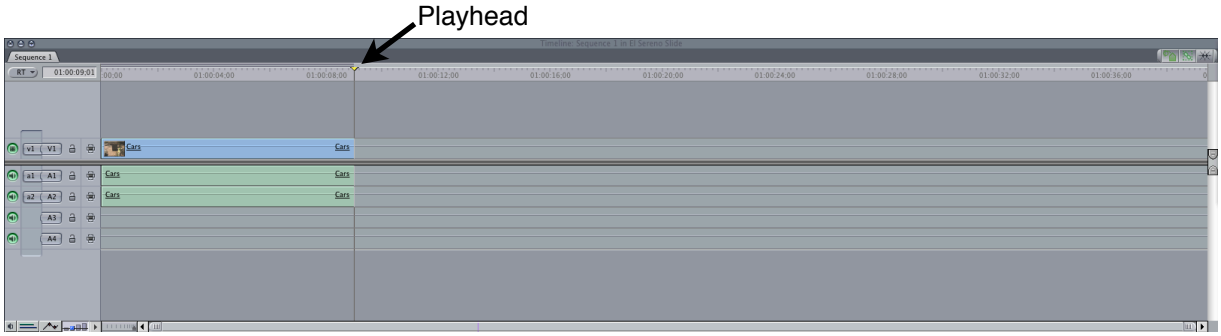
Insert Edits

The general sequence of creating your project is to set an in and out point on a clip, then insert that clip into your timeline. You then repeat this process for each clip based on your script.

1.) Press the Insert Edit button located at the bottom of the canvas window. This will add the portion of your clip between the in and out points to your timeline at the location of your playhead.



2.) Your timeline will now look like this:



3.) Double click on “Fireman” in the Browser Window.

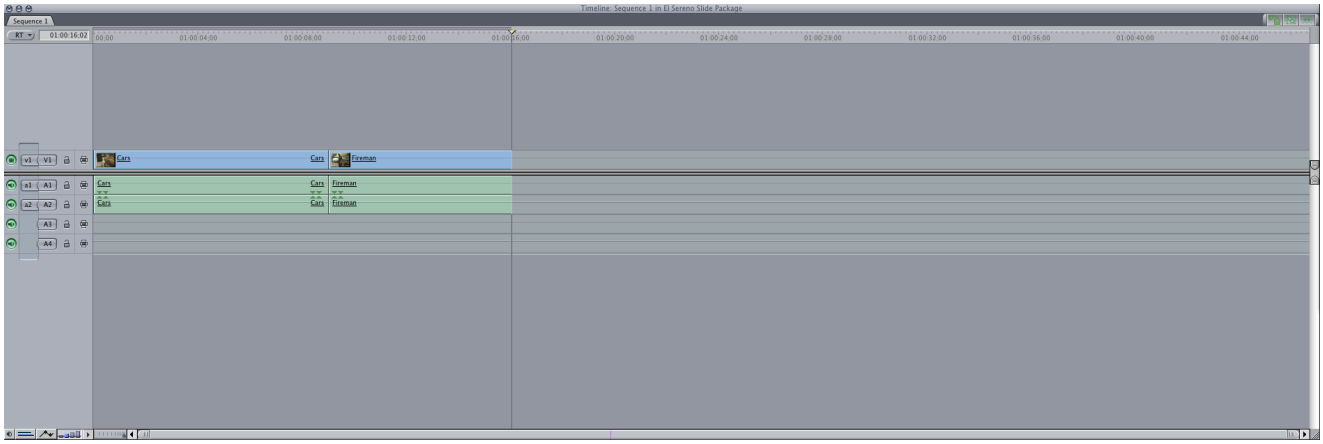
4.) Set the in point when you see the fireman by using the spacebar and arrow keys to find the location in the viewer and then clicking the “Mark In Point” button or hitting “i” on the keyboard.

5.) Move ahead seven seconds by typing “+700” in the media location window.

6.) Set the out point by clicking on the “Mark Out Point” button or hitting “O” on the keyboard.

7.) Press the Insert Edit button to add “Fireman” to your timeline.

8.) Your timeline will now look like this:



9.) Double click on “Jeanette” in the Browser Window.

10.) Using the spacebar and the arrow keys, find the exact frame where Jeanette begins to speak.

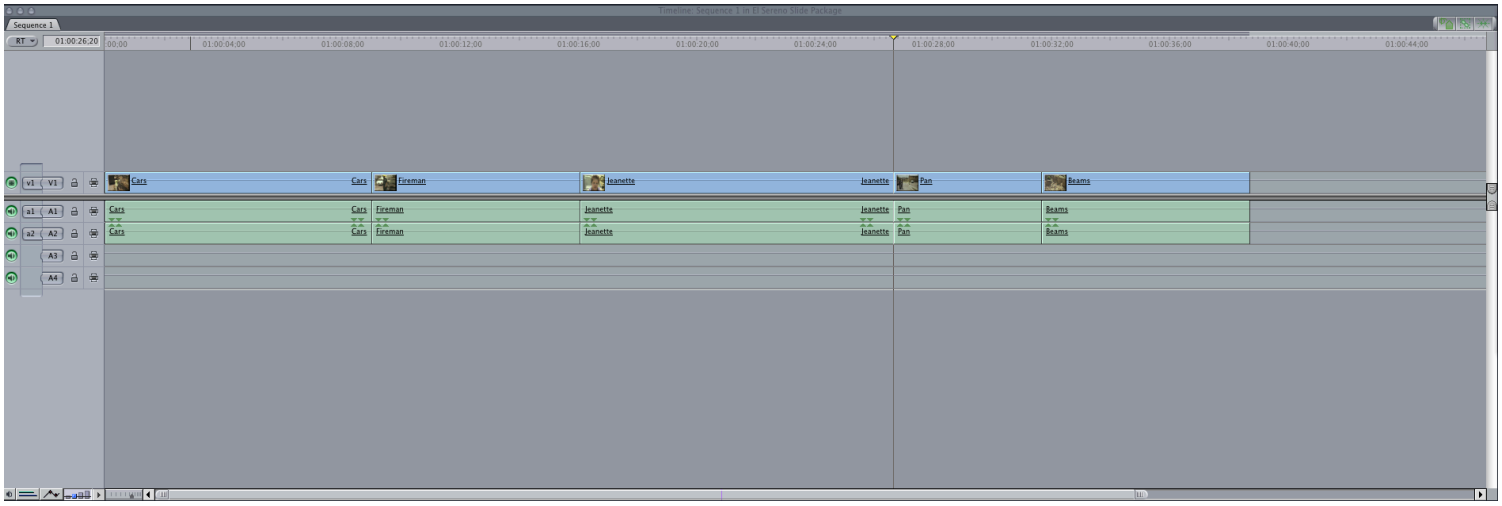
11.) Mark in.

12.) Using the spacebar and the arrow keys, Mark out after Jeanette says “...because we can’t go in there.”

13.) Click Insert Edit.

14.) Repeat for “Pan” and “Beams” based on the script.

15.) Your timeline should look like this:



16.) Double click on “Leaving” in the Browser Window.

17.) Find when the man comes into focus.

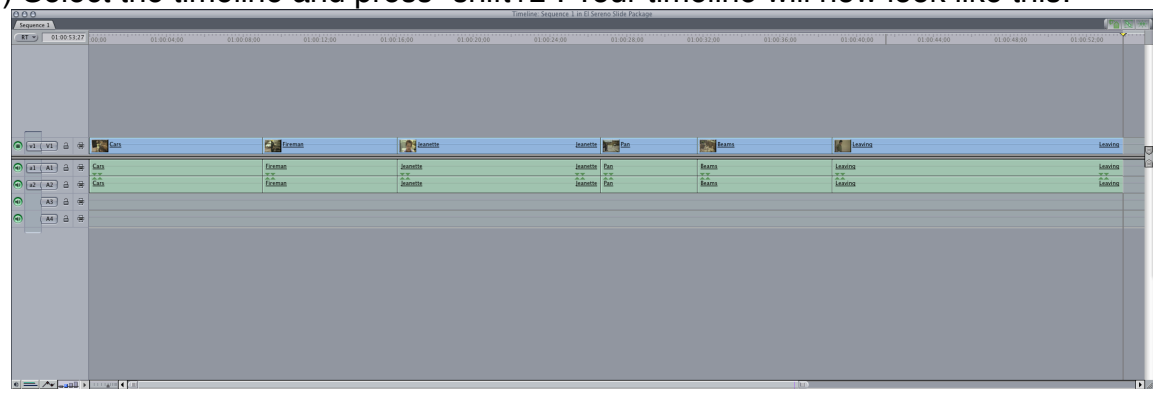
18.) Mark an in point.

19.) Based on our script our last shot needs to be ten seconds long. However, we need to include five seconds of pad. Move the clip forward 15 seconds by typing “+1500” in the media location window and then hitting return.

20.) Mark an out point.

21.) Click on the Insert Edit button.

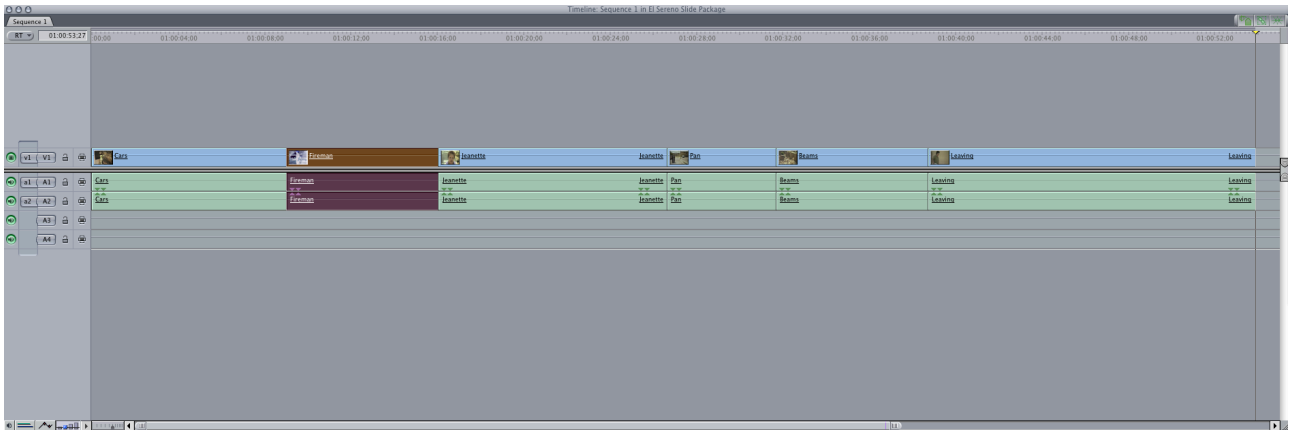
22.) Select the timeline and press “shift+z”. Your timeline will now look like this:



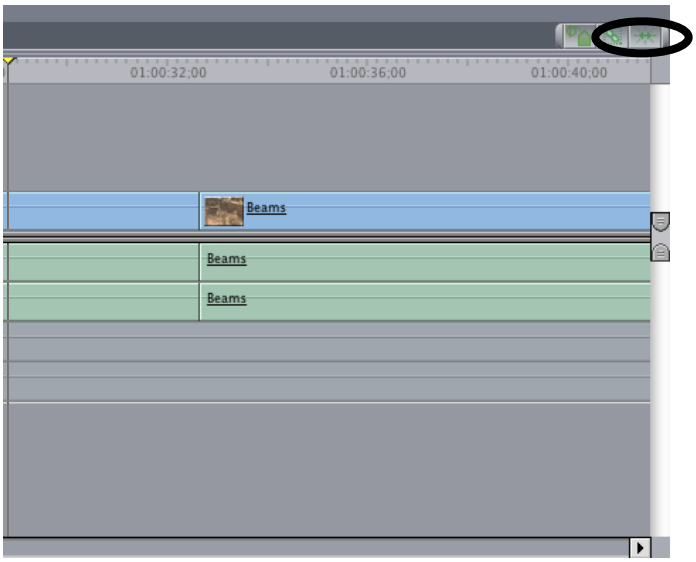
23.) View your timeline by dragging the playhead to the beginning of the timeline and hitting the spacebar.

Rearranging Clips

1.) Select the clip you wish to move by clicking on its title in the Timeline. This will highlight the clip.



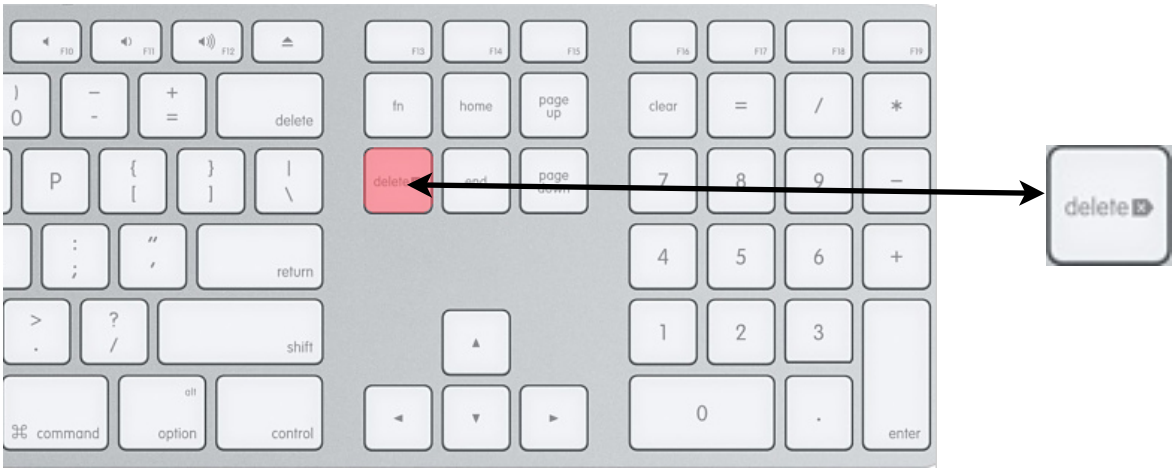
2.) Start dragging the clip and then hold down the “option” key. The clip will snap as long as “snap is turned on.” It is important to hold the “option” key AFTER you start dragging, not before.



Deleting Clips

1.) Using the same method as in step one of “Rearranging Clips”, select a clip.

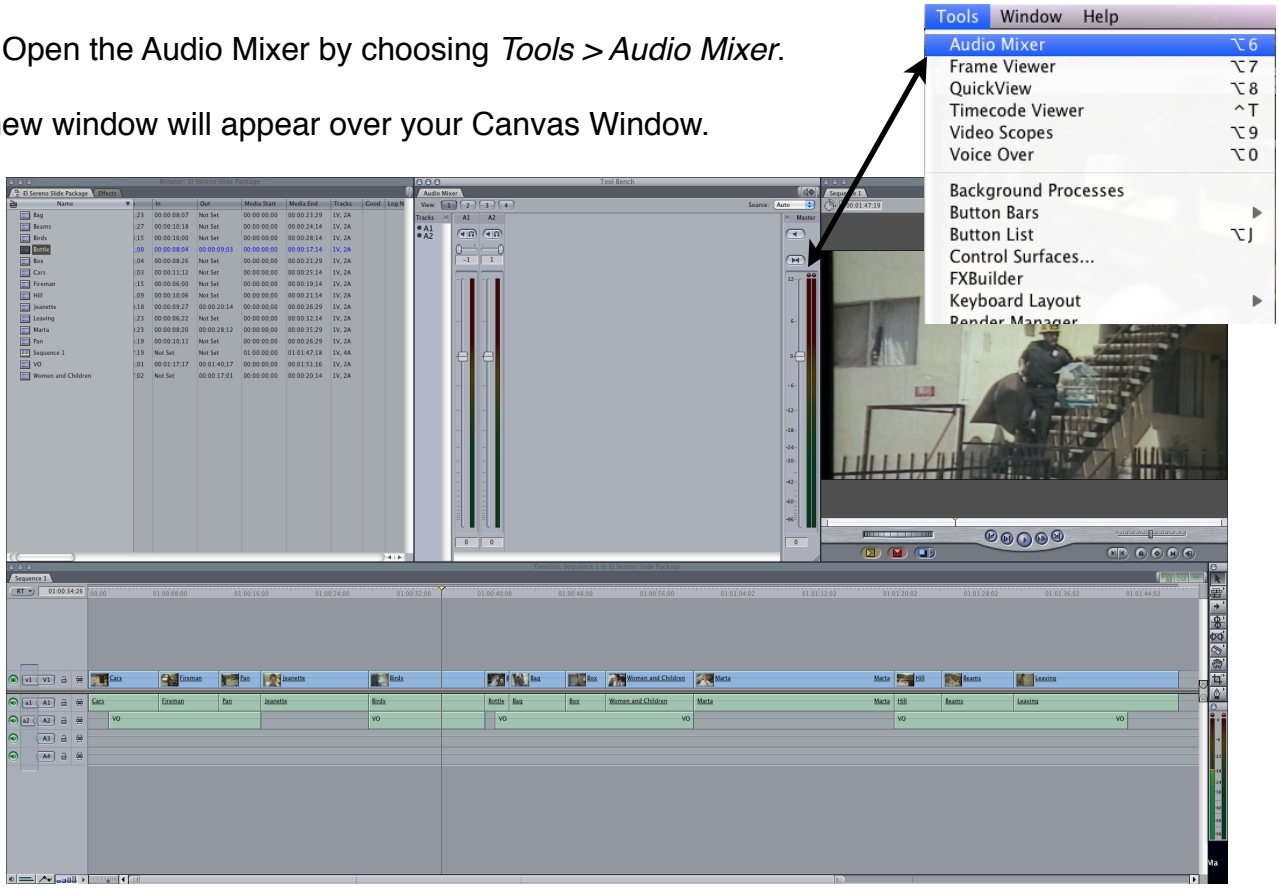
2.) Push the forward “delete” key.

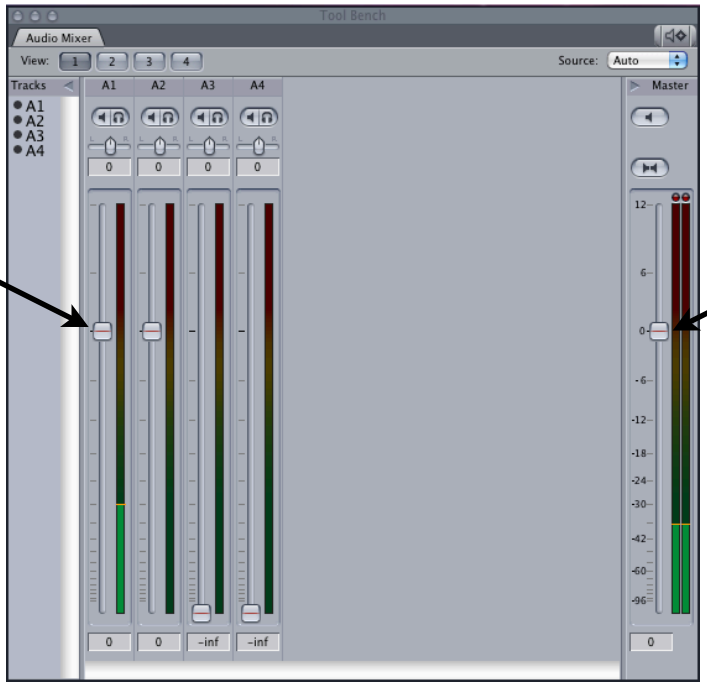


Adjusting Your Audio Levels on a Single Track

1.) Open the Audio Mixer by choosing *Tools > Audio Mixer*.

A new window will appear over your Canvas Window.





A1 Slider

Master Volume Controls

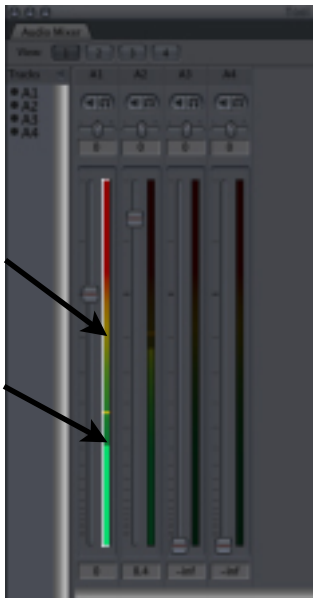
2.) Select your Timeline and press the spacebar to play your project.

3.) Watch the audio mixer as your project plays. You can see A1 in your Timeline is represented in the Audio Mixer.

4.) Press “home” on your keyboard to return to the beginning of your timeline.

5.) Press the spacebar to begin playing.

6.) As your project is playing adjust the slider for A1 so that the level bounces at the correct volume.



Splitting a Clip to Create Separate Audio Levels

1.) Press “b” on the keyboard to select the “blade tool” or select the “blade tool” from the tool pallet.

2.) Move the playhead to where you want the clip to be separated.

3.) Move the blade onto the clip and click.

4.) Press “a” on the keyboard to return to the “selection tool” or select the “selection tool” from the tool pallet.

5.) Drag your playhead so that it is over the first half of the cut clip.

6.) Drag your A1 Slider up to make the first half of the clip is at the same volume level as your voice clips.

7.) Select the edit point in the middle of your clip.

8.) Click *Effects > Audio Transitions > Cross Fade (0dB)*

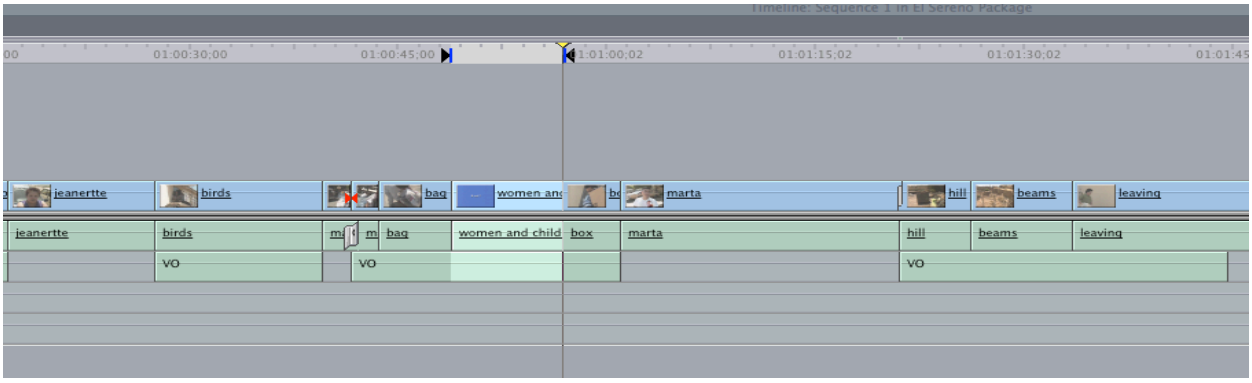
9.) Press “shift-z” on the keyboard to see your full timeline.

10.) Click *Window > Arrange > Standard* (or press “control-u” on the keyboard) to reset your interface and close the Audio Mixer.

Exporting a Quicktime from Final Cut Pro

This document is step-by-step instructions on how to turn your Final Cut Pro project into a Quicktime or .mov. The procedure is called exporting and you can use the end file to upload to YouTube.

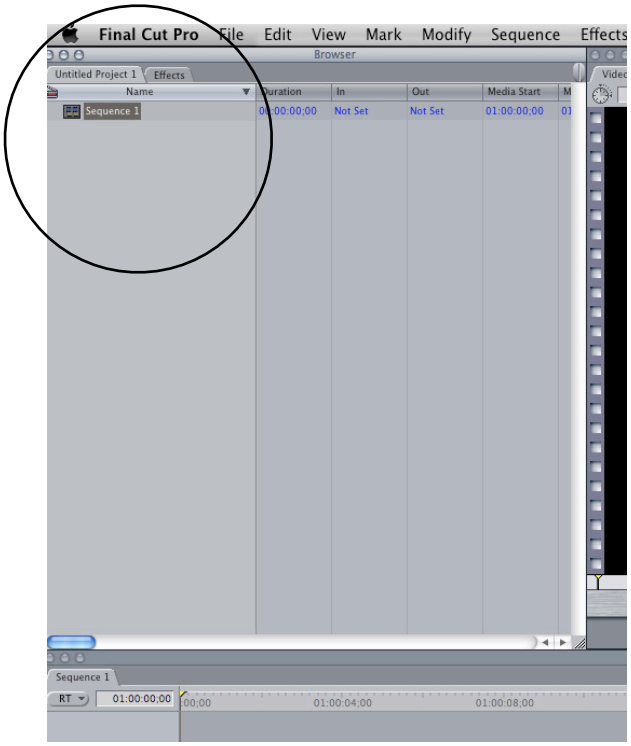
First, look in your timeline for **In Marks** and/or **Out Marks** and clear them out. Below is what a timeline with In Marks and Out Marks will look like.

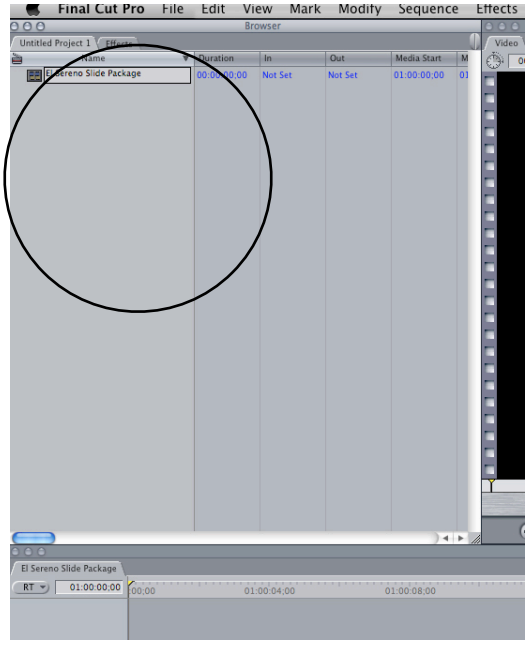


To clear these In Marks and Out Marks simply click on the Timeline activation bar to activate it, then press **Option + X** on the keyboard. This will clear out both marks. If your sequence contains marks in your timeline, it will only export what is between them.

After you have checked for marks, single click on the sequence file you want to export. This file is located in your Browser window and will be labeled "Sequence 1" (unless you previously changed the name). This file's icon will not look like the rest of the Browser files. Rename it then right click on the sequence icon.

Find the sequence you want to export and single-click it to highlight it.

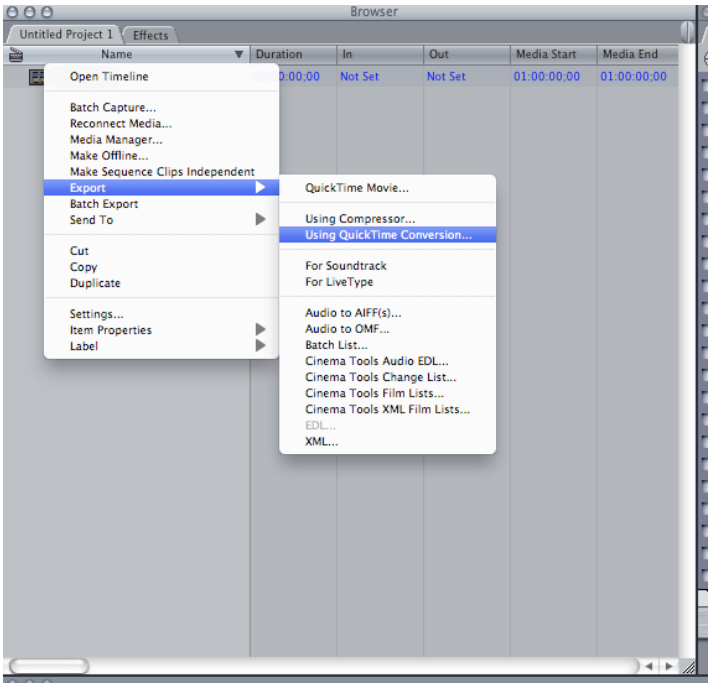




Then name the file by double clicking on the actual text next to the sequence icon. NOT the icon itself. Only the text. Rename your sequence to something appropriate such as your slug.

Once you have named the sequence file, reselect the "Sequence" file by single clicking on its icon on the left hand side of the name.

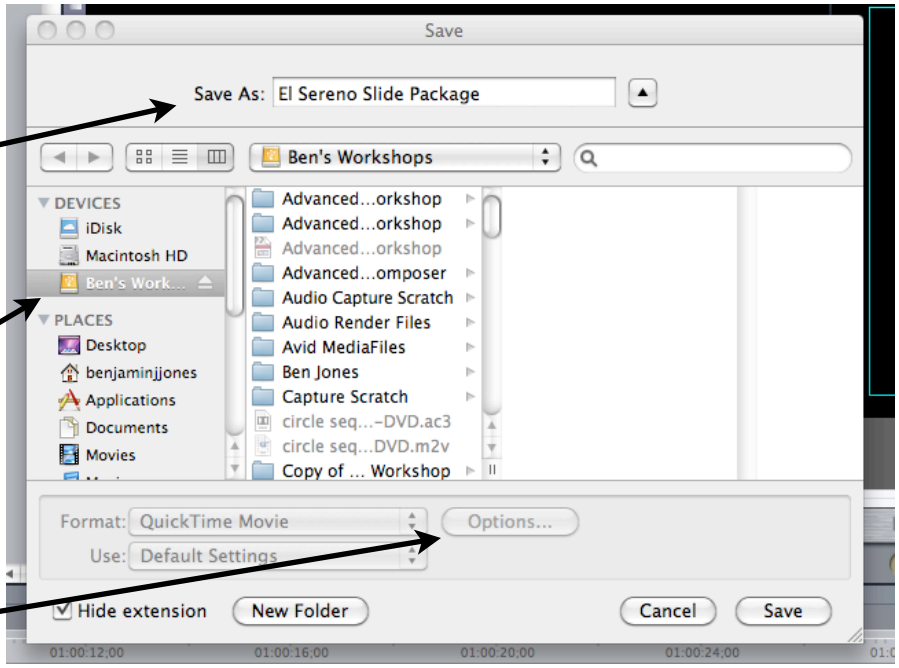
Then right-click on the sequence file>Export>Using Quicktime Conversion.



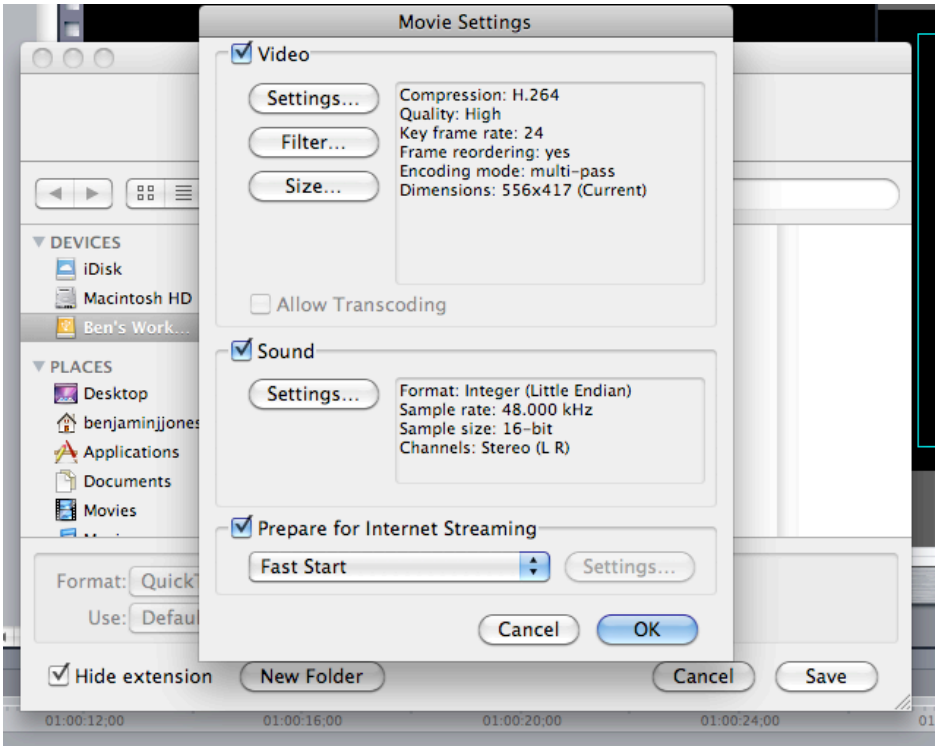
Next, the “Save As” export window will appear. Here, verify that the name displayed in the “Save As” bar is the same name you gave the “Sequence” file.

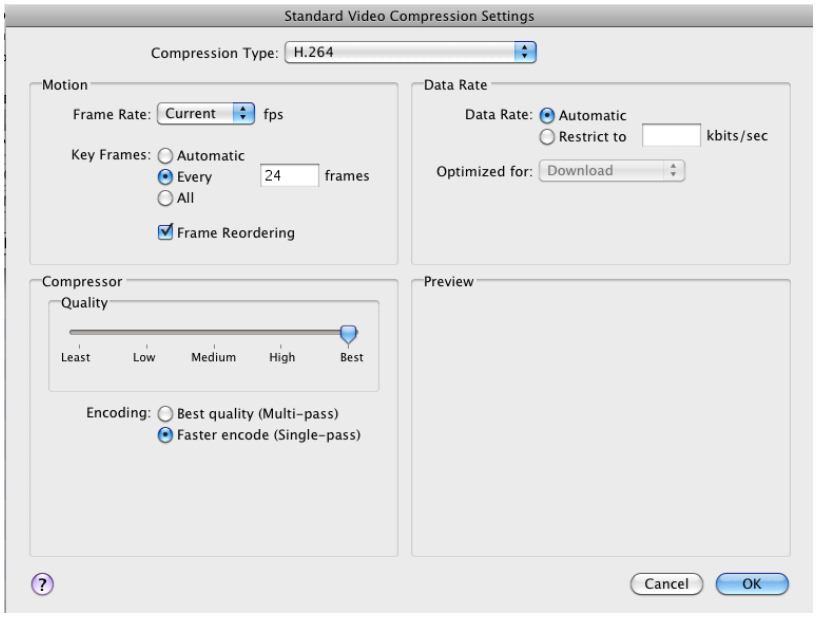
Then, select your external hard drive on the left hand column.

Lastly, click the “Options” button.



The “Options” button will bring up the “Movie Settings” window. Under Video, click on the Settings button.





In the "Standard Video Compression Settings" dialogue, make sure the Compression type is set to H.264.

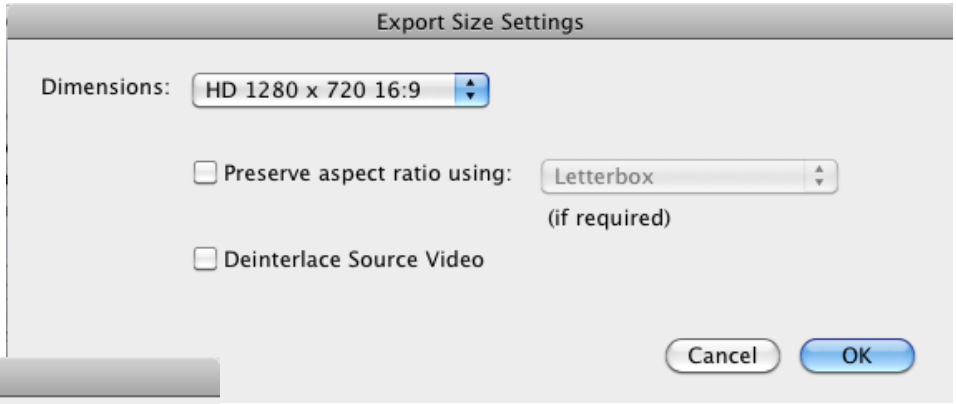
Also, make sure that the Compressor Quality is set to "Best".

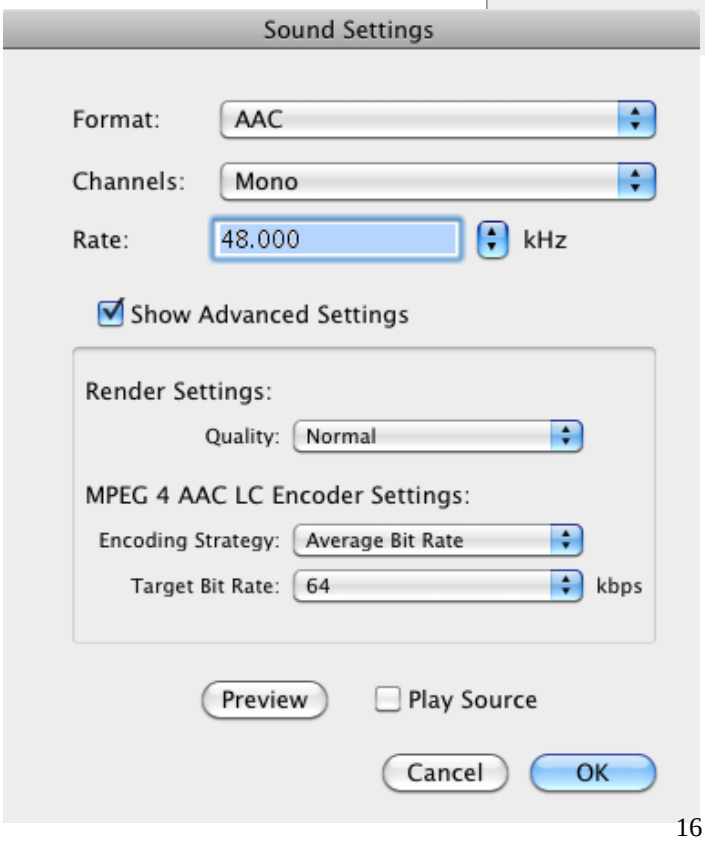
Lastly, make sure that Encoding is set to "Faster encode (Single pass) and click OK.

In Movie settings click on *Size*.

Go to dimensions and choose *HD 1280 x 720 16:9.*

Then click OK.

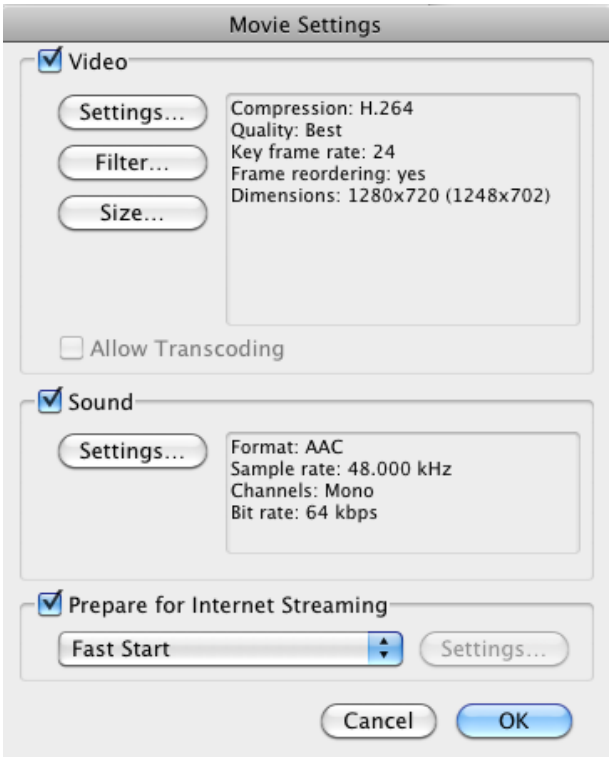


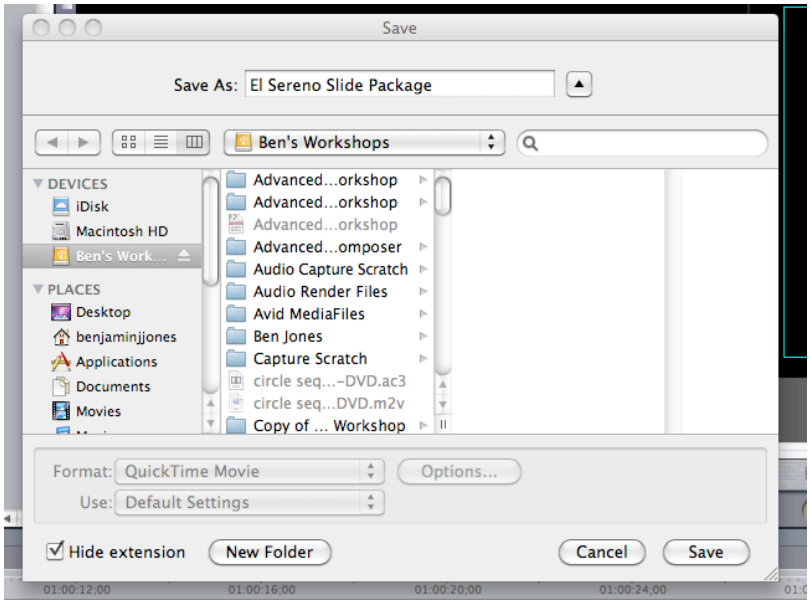


Make sure "Sound" is chosen and then click on "Settings".

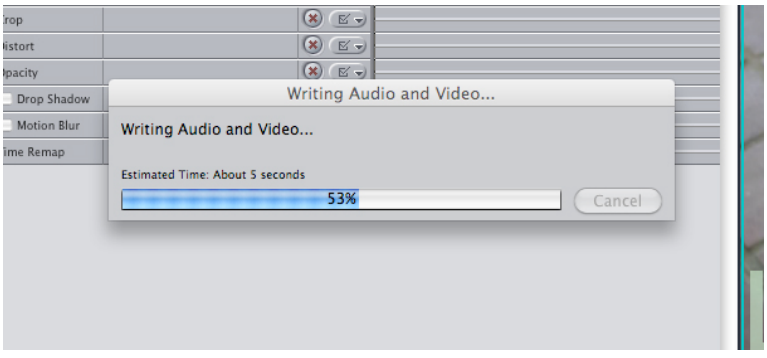
In Sound settings, change the Format to *AAC*. Change channels to Mono.
Confirm your other settings match this picture.
Click "OK".

The Movie settings window should match this.
If it does, click “OK”.





Click *Save* on the Save window.



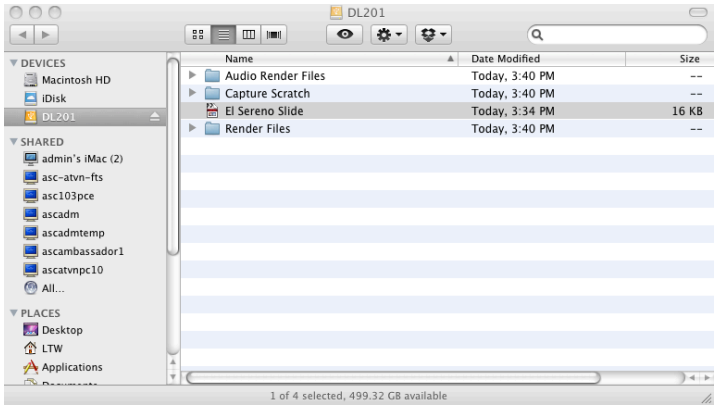
When you see the “Writing Audio and Video...” bar, your export has begun.

To Re-Open your project:

1.) Double-Click on your drive (DLxxx) on the desktop.

2.) Double-Click on your project.

DON'T forget to set your scratch disks at this point.



To open a new project:

1.) Double click on the Final Cut Pro icon, not your hard drive.

2.) If an old project opens up: press "command+n" to start a new project, then follow the steps for "Setting Up Your Project" above.

EL SERENO SLIDE INTRODUCTION	Part of a hill gave way in the San Gabriel Valley today, and forced more than a hundred people to evacuate their homes.
At: 00 MS cars & Apts Dur 7:00 + 2:00	The slide collapsed a parking lot next to four apartment buildings. It created a sinkhole that trapped several cars in the deep gorge.
At:09 Fireman Dur 7:00	Fire officials are worried the apartment complex might also tumble down the hill, so they ordered the evacuation.
AT :16 **SOT** full SUPER; Jeanette Carinio/Resident	SOUND UP: "We just grabbed… SOUND OUT: because we can't go in there."
At :27:04 Pan Dur 6:00	The cause of the slide is believed to be related to construction at the bottom of the hill.
At :33:04 steel beams Dur 8:00	Workers had driven steel beams to support the hill for a new condominium complex. But the effort didn't work.
At :41:04 Leaving Dur 10:00 + 5:00 T.R.T. 56:04	And now many residents say they aren't sure they EVER want to return, even if the hill and their apartments are eventually declared safe.