Capturing Video from Mini-DV tapes in Final Cut Pro

Before starting Final Cut Pro, turn on the Mini-DV deck. Then, launch Final Cut Pro and configure your scratch disks.

If you’re not working on an existing project, create a new one by going to File > New Project. Load your tape into the Mini-DV deck and go to File > Log and Capture…

Click on the “Capture Settings” tab in the upper right of the Log and Capture window and make sure that the Device Control and Capture/Input settings are correct. For all systems in the Digital Studio and New Genres edit suites, Device Control should be “Firewire NTSC”. Capture/Input should be either “DV NTSC 48KHz” for regular 4:3 video or “DV NTSC 48KHz Anamorphic” for 16:9 widescreen video. If you’re working with other types of footage (PAL, 24p, HDV, etc) change the settings as needed.

There are three ways to capture video from your tape. The simplest is “Capture Now”, which doesn’t depend on consistent timecode, making it the best way to capture footage with timecode breaks caused by rewinding the tape while shooting. “Capture Now” is limited by Final Cut to clips less than 30 minutes in length. “Capture Clip” and “Batch Capture” are similar to each other with the difference being that “Batch Capture” works for multiple clips while “Capture Clip” works for just one.

To use “Capture Now”, start the tape playing either with the play button in the Log and Capture window or on the deck. Then click the “Now” button in the lower right of the Log and Capture window slightly before the segment of video you want to capture. The button is circled in the following illustration. After the video you want to capture finishes, press the escape key on your keyboard (it’s in the top left corner). Repeat for any clips you need to capture.
“Capture Clip” and “Batch Capture” both require that you set in and out points for each clip. The in point is the time on the tape when the clip starts and the out point when the clip ends. Both must be in the same section of timecode and the out point must be later than the in point.

To set the in point for your clip, locate the desired time and click the “Set In Point” button shown here.

The time shown to the left of the button will change from “Not Set” or the previous in point time to the time at which you clicked the button. You do not have to stop playback while setting the in point if you don’t want to.

Repeat for the out point by clicking the “Set Out Point” button shown below.

Once you’ve set in and out points for a clip, pause playback by clicking either the stop or play/pause button. Your Log and Capture window should show timecode for in and out points similar to the following illustration.

The next step is different if you want to capture the single clip (“Capture Clip”) or log it and several more clips before capturing them all (“Batch Capture”).
To “Capture Clip”, click the “Clip” button at the lower right of the Log and Capture window.

A dialog box will appear for you to name your clip and add any logging notes you want to associate with it. Notes are optional. Name your clip and click “OK”. Final Cut Pro will rewind the tape to the in point and capture until the out point.

To “Batch Capture”, first log your clips by pressing the “Log Clip” button after setting in and out points. Repeat until all clips from the tape are logged.

Then, click the “Batch” button at the bottom right of the Log and Capture window.

When the Batch Capture dialog opens, select “Offline Items in Logging Bin” from the dropdown as shown below. If you haven’t captured any clips yet, use “all Items in Logging Bin” instead. Make sure that the correct capture preset is selected, then click OK to continue.
When Final Cut Pro prompts you to insert reel 001, you can just press continue as long as you’re only capturing clips you’ve logged from one tape. If you’ve got multiple tapes logged but not captured, be sure to load the tape that Final Cut Pro is requesting. Click continue once the correct tape is loaded.

Final Cut Pro will now cue and capture your selected clips. If leaving the capture process to run unattended, be sure to wait until the first clip is underway before leaving. That way you can be sure it’s working and not having an issue with being out of timecode or something else.