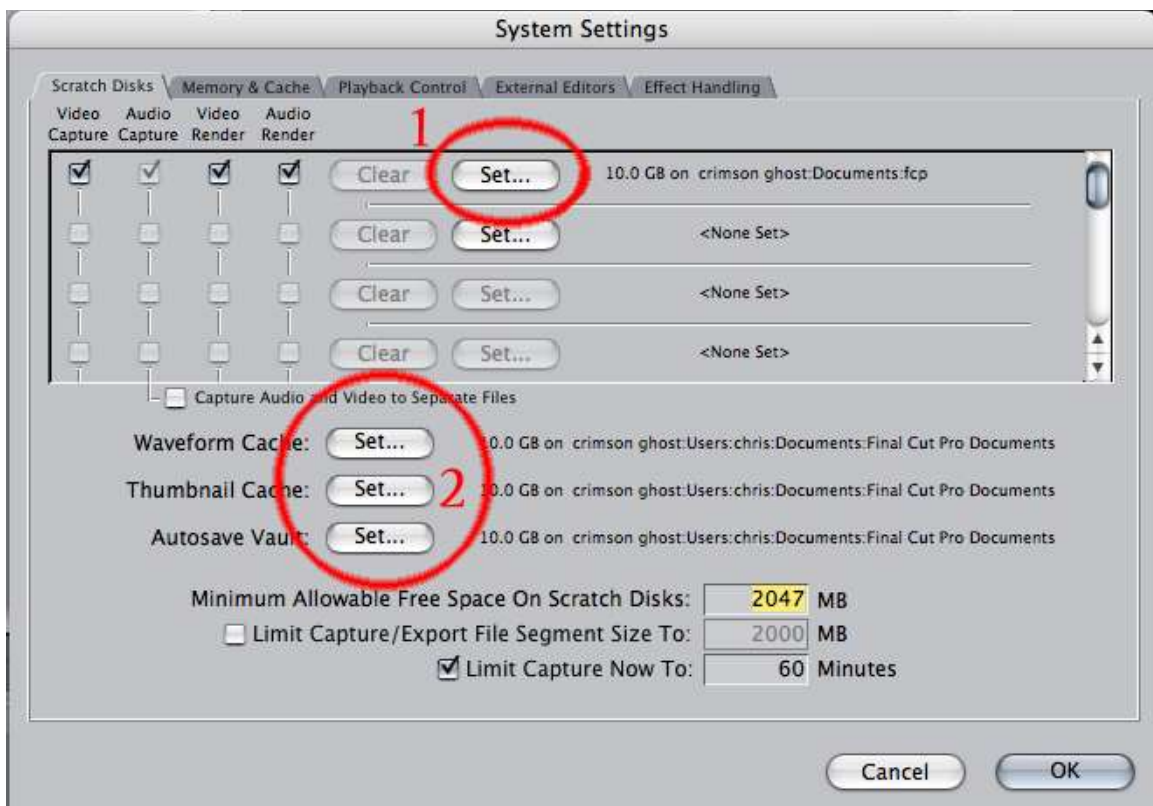


FCP Intro

1. Connect external drive and configure scratch disks/capture locations
 1. Connect power first, then firewire. Plugs fit one way, don't force them.
 2. Create a folder called "FCP Scratch" on your external hard drive
 3. Launch FCP, go to *Final Cut Pro > System Settings*, then click on each of the circled "set" buttons, and choose the "FCP Scratch" folder you just created.



2. What the windows are and why you need them (getting around FCP)
 1. Browser
 2. Viewer
 3. Canvas
 4. Timeline
 5. Tools/Meters

3. Projects/Sequences/Clips/Bins and their settings

1. Project files contain references to all media used
2. Sequences are timelines, containing clips, still images, or other sequences
3. Clips are video
4. Bins are organizational tools in the Browser (think folders)
5. Non-linear, Non-destructive editing means you're always altering copies of the original media, not the source files themselves, and can move them around the timeline(s) without having to redo everything if you want to move one clip.

4. Capturing

1. Usable Media
2. From Mini-DV Deck or Camera
3. From non-controllable source /media converter

5. Setting clip in and out points, getting clips into the timeline

1. In and Out points tell FCP what part of a clip to include. They're assumed at start and end unless you set them.
2. Ways to move a clip to sequence – drag to timeline (watch cursor change), drag to canvas + select edit mode (happens at playhead)

6. Overwrite/Insert/Fill to Fit/Superimpose/Slip Edit

1. Overwrite replaces content
2. Insert moves existing content to fit the new clip (moves later/right)
3. Fill to Fit trims new clip to fit in space between existing clips
4. Superimpose adds a new track for the new clips
5. Slip moves in and out points along a clip

7. Razor tool and (un)linking audio

1. Razor tool cuts clips, creating two new copies with in and out points
2. Apple-L unlinks or links audio and video, allowing them to be used separately

8. Tracks and composite modes, adding layers

1. Tracks are like tracing paper (or Photoshop layers)
2. Add with *Sequence > Insert Tracks...* delete with *Sequence > Delete Tracks...*
3. Composite modes affect blending (again, think Photoshop), change at *Modify > Composite Mode* (while desired clip is selected)

9. Basic Motion and keyframing

1. Affects current clip instance only
2. Scaling and changing position via “Motion” tab in Viewer window
3. Crop, Distort, Opacity, “Wireframe +” view
4. Keyframes allow you to go from one setting to another over time, smoothly
5. Scale keyframes don't affect Opacity, and so on
6. Setting (explicit and implicit) and removing keyframes

10.Filters

1. Change the way video looks or audio sounds
2. Apply per clip only, nesting sequences if you need to apply to a whole sequence is the best way
3. Removable, reorderable (changes the effect) on a clip
4. Adjustable settings, different for each filter
5. Keyframeable like motion settings

11.Transitions

1. Go between clips
2. Adjustable length
3. Cross fades and similar need extra footage after the out point
4. Drag and drop into timelines

12.Basic Sound editing

1. Levels and crossfades
2. Multiple tracks at once
3. Filters

4. FCP is not an audio editor, but can do some useful things

13. Still Images

1. Titles, overlays, animation components
2. Basic Motion is your friend
3. Green/Blue/Keying to get non-square shapes
4. Layered photoshop files
5. Usable formats

14. Output

1. Different types for different uses
2. DVD's, internet posting, in-between formats
3. Print to Tape
4. Always make a Mini-DV copy so that you have the footage in an easily capturable format (compilation DVD's, lost masters, etc)