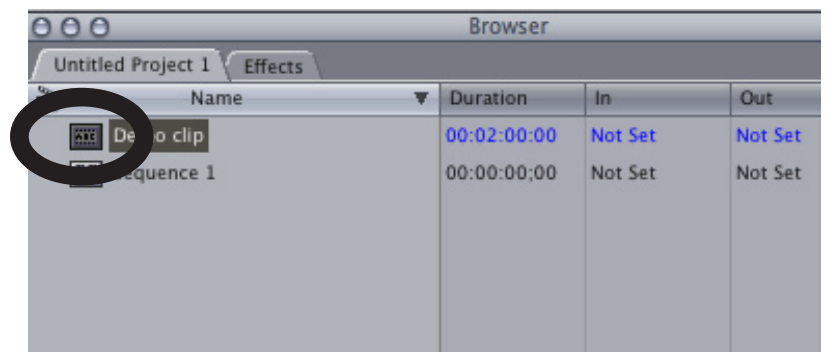
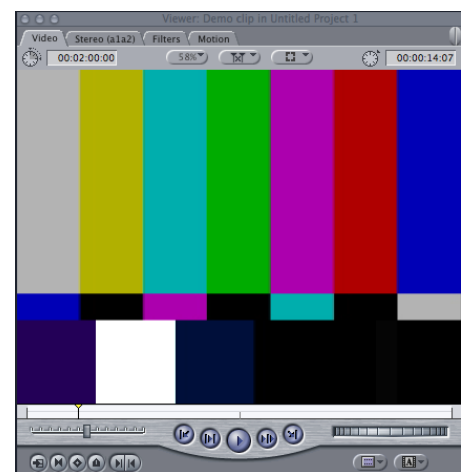


Setting Scratch Disks in Final Cut Pro

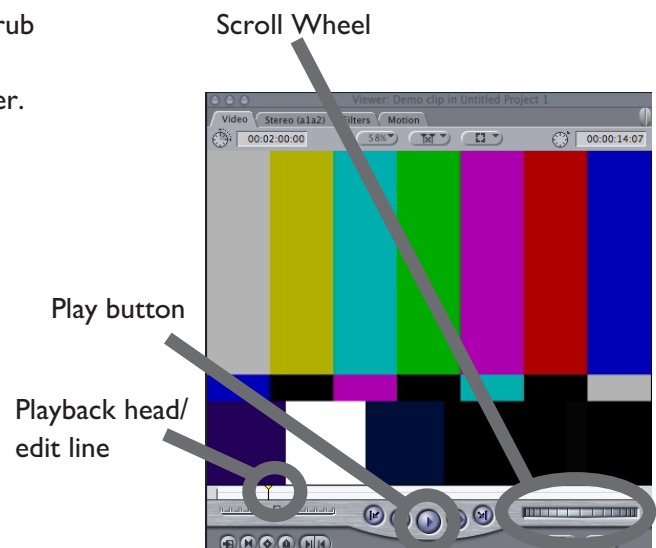
After capturing or importing video clips into your project, you're ready to begin editing. You should be able to see all your clips in the browser window (normally at the top left of your screen). Select the one you want to work with and double click the icon next to it.



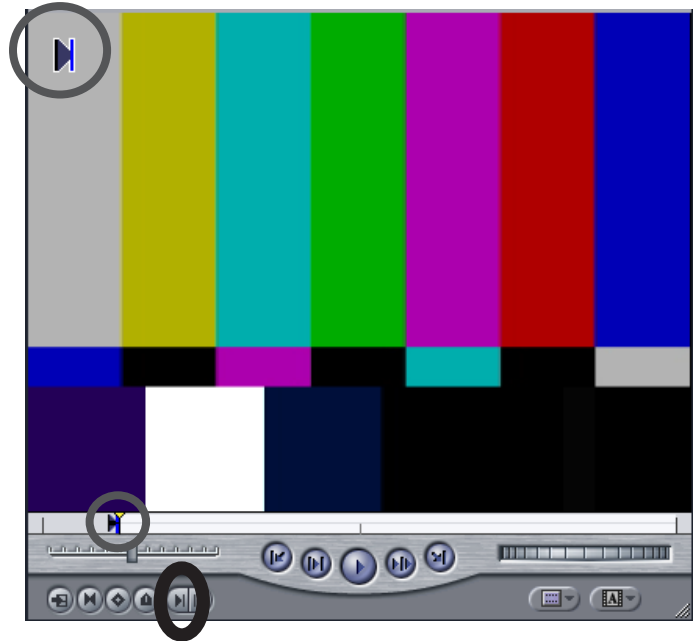
Clicking the icon will open the clip in your viewer. The viewer is normally in the top center of your screen. Check that the top of the viewer reads "Viewer: CLIP NAME in PROJECT NAME". In the demonstration here, the CLIP NAME is "Demo Clip" and the PROJECT NAME is "Untitled Project 1".



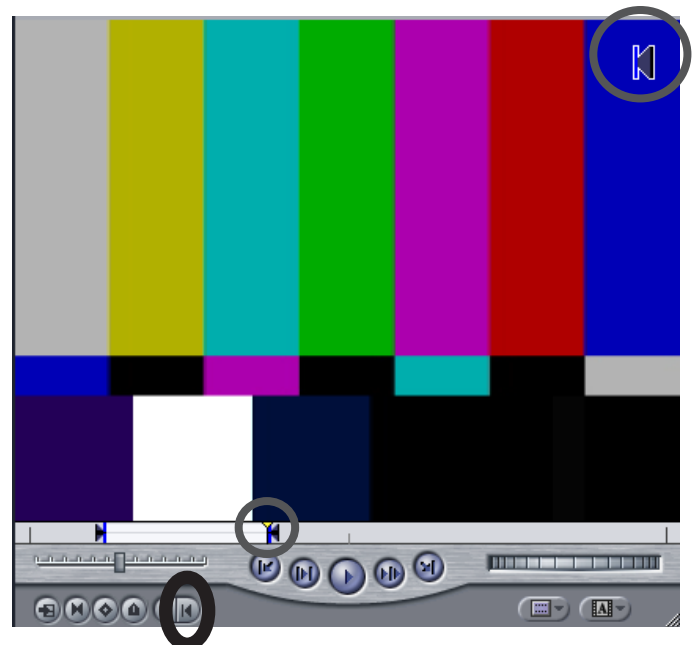
With the clip open in the viewer, you can play it by clicking the play button (in the center bottom) or pressing the spacebar on your keyboard. The left and right arrow keys on your keyboard will move you a frame backward (left) or forward (right). Alternately, you can scrub through the clip by dragging the playback head (the yellow triangle and line) or using the scroll wheel at the bottom right of the viewer.



Find the time in the clip where you want to start, then click the “Set In Point” button shown in the following illustration. After you click the button, the markers shown will appear, indicating that you are at the in point time. If you do not set an in point, the beginning of the clip becomes your in point by default.



After setting your in point, locate the time where you want the clip to end and set your out point by clicking the “Set Out Point” button in the illustration below. Out point indicators appear on the to show when the out point is. If you do not set an out point, the end of the clip is your default out point.



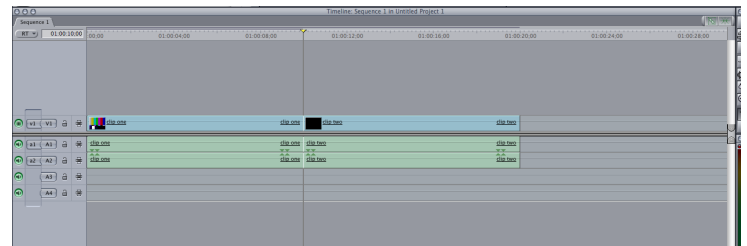
After setting in and out points, you need to add the trimmed clip to your sequence. There are two ways to do that. You can either drag the clip to the canvas window and use the popup menu to control how it is inserted at the edit line, or you can drag it directly to the timeline window.

To add a clip by dragging to the Canvas, click and drag the video frame from the Viewer window to the Canvas window. A pop-up menu appears with several choices. Drop the clip onto your desired edit to have it added to the timeline at the edit line.

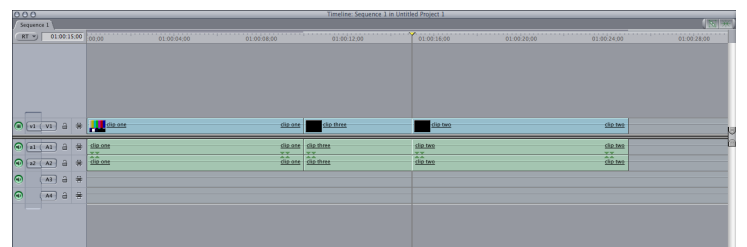


The most common edits you will use are the “Insert” and “Overwrite” edits. “Insert” makes space for your new clip by moving all video after the edit line later to accommodate the incoming clip. “Overwrite” replaces video starting at the edit line for the length of the incoming clip.

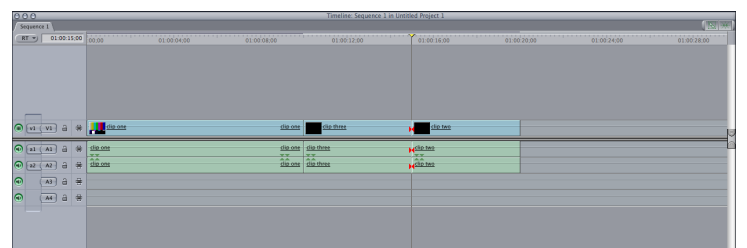
first two clips in timeline



after inserting clip three

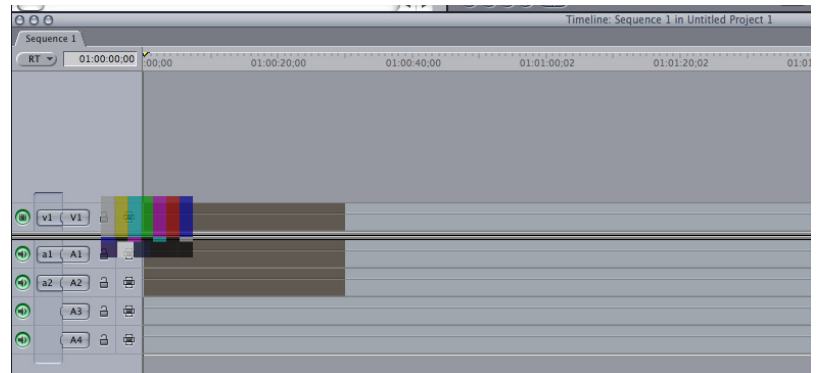


after overwriting clip three



The other edit options in the pop-up menu are rarely used. If you're interested in learning more about them, please consult the Final Cut Pro online help system or the manuals located in the Digital Studio.

The other way to get clips into your sequence is to drag them directly to the Timeline window. To do that, simply click on the clip in the Viewer window and drag it to the desired location in the Timeline window as shown below.



When dragging clips to the Timeline window, be sure that snapping is set properly. Turn it on if you want clips to snap together (eliminating the possibility of small gaps occurring). Turn snapping off if you want absolute control over placement of your clips or to be able to slightly offset clips from one another. Snapping is controlled by the circled button in the top right corner of the Timeline window. Green is on, grey is off.

