

Introduction to Final Cut Pro X



Digital Media Commons

Fondren Basement B42

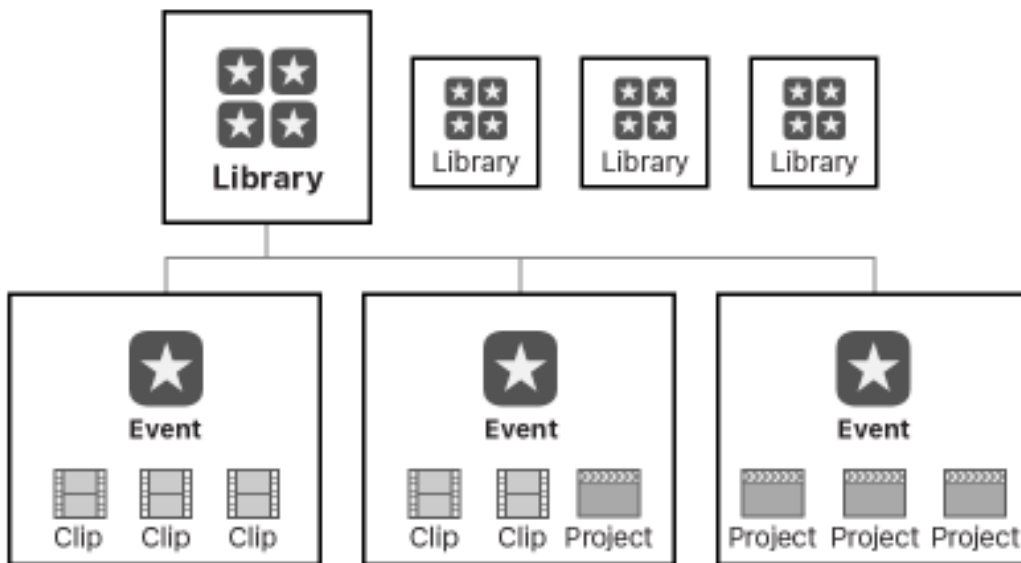
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dmc-info@rice.edu

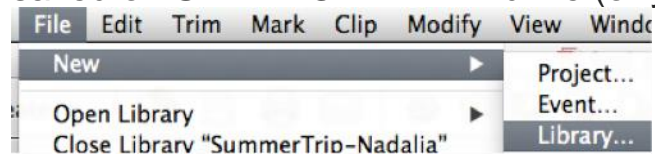
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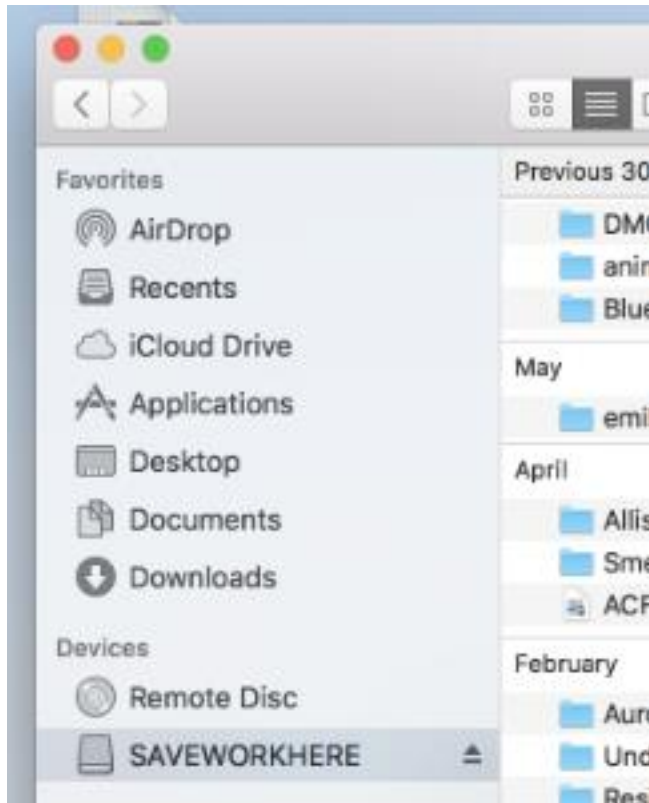
But first...

In order to back up your files, you need to understand FCPX file structure first: In Final Cut Pro 10.1 or later, you organize your work in libraries. A library contains multiple events and projects in the same location. Basically, your media and projects live in your events, and your events reside in your libraries. The library tracks all your media files, your editing decisions, and the associated metadata.



Therefore, it is very important that you create a new library and define library location BEFORE you start any FCPX project. At the DMC, if you want to save your FCPX file to DMC computers, it is **required** to save your FCPX library to **SAVEWORKHERE** drive. Otherwise, you can save your library to your external drive. To do so, go to **File > New > Library...**, and choose **SAVEWORKHERE** drive or your external drive if it is connected, click **SAVE**. Now all events and projects you create under this library will be saved on **SAVEWORKHERE** drive (or your external drive)>your library.

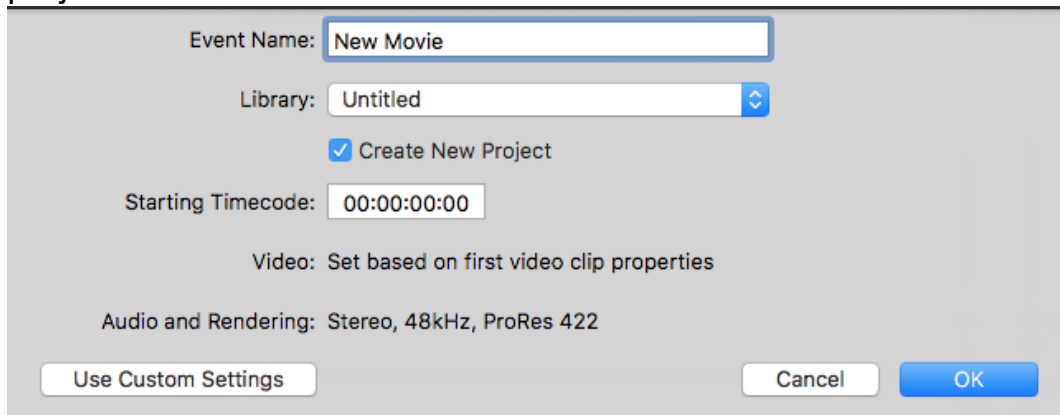




*NOTE: If you are not sure about where you saved your FCPX library or files, you can simply right click on the clip either from Browser window or from Timeline window, from the dropdown menu, select **Reveal in Finder**. Once you locate your library, you can drag the library to your desired location.*

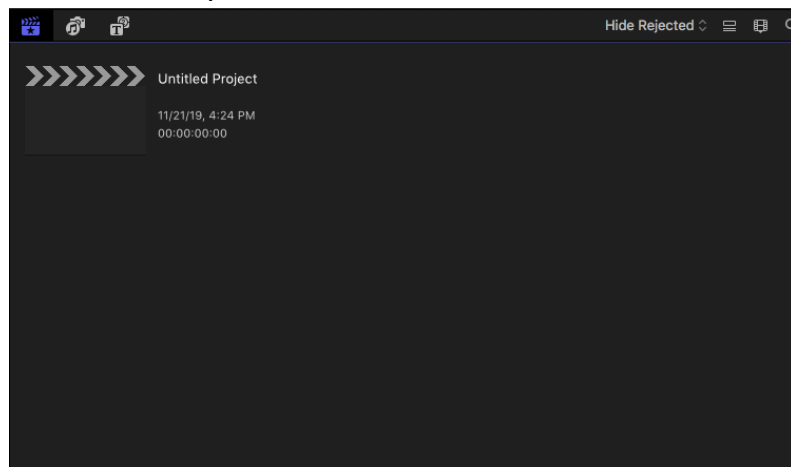
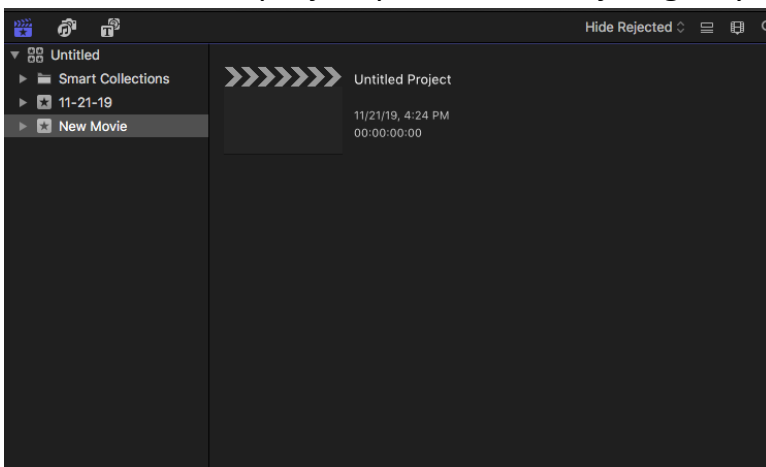
Starting your project:

- Once you have your library created, go to file > new > event... and create a new event to work in. Click the checkbox to create a new project at the same time. You will see that there are video and audio settings listed here, which you can set manually by clicking on “use custom settings” or leave as is to set those based off of the first piece of media you import to the project.



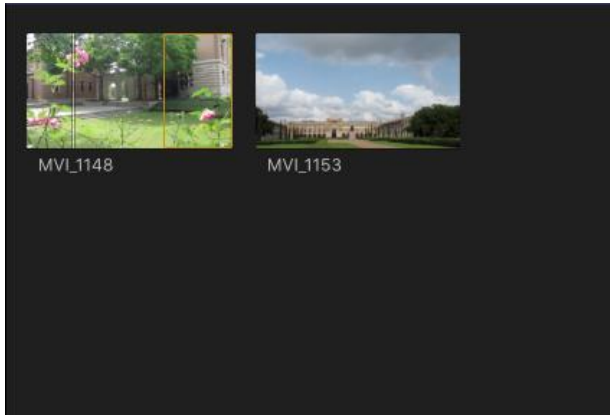
Using custom settings is recommended when you have a variety of different media that is different resolution or framerate, so you can make sure that your project settings are what you want.

- In the upper righthand corner, you should now see your library pathway and your new project in your newly created event. You can click the final cut logo above the library pathway to minimize it so all you see is your project pane. This will just give you some more space to work with.

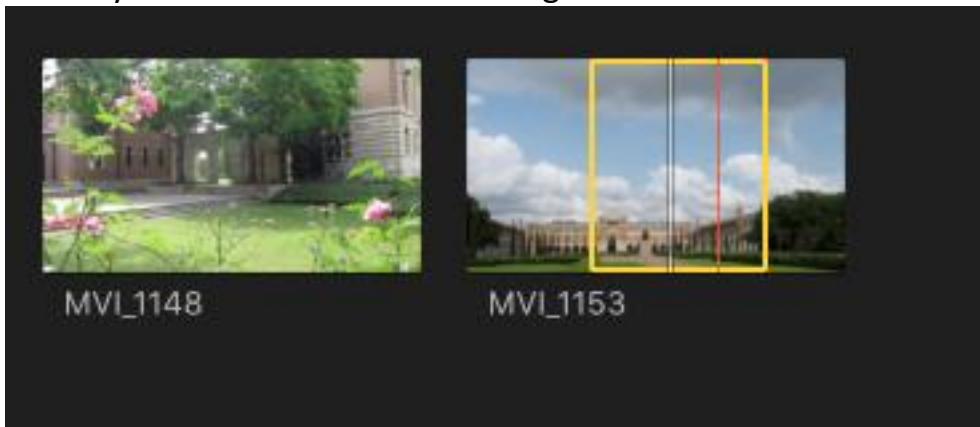


To import media, you can hit **command + i** or right click and select import media. From there, select your desired videos, audio, or photos to import.

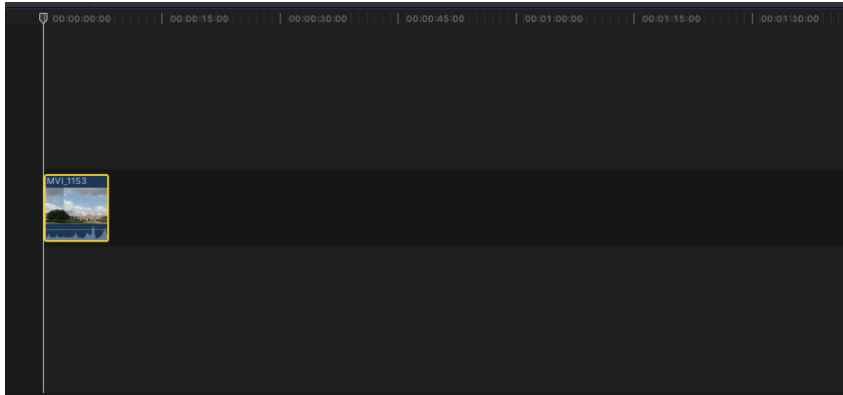
- Now that we've imported media, you will see previews of your clips in the media pane



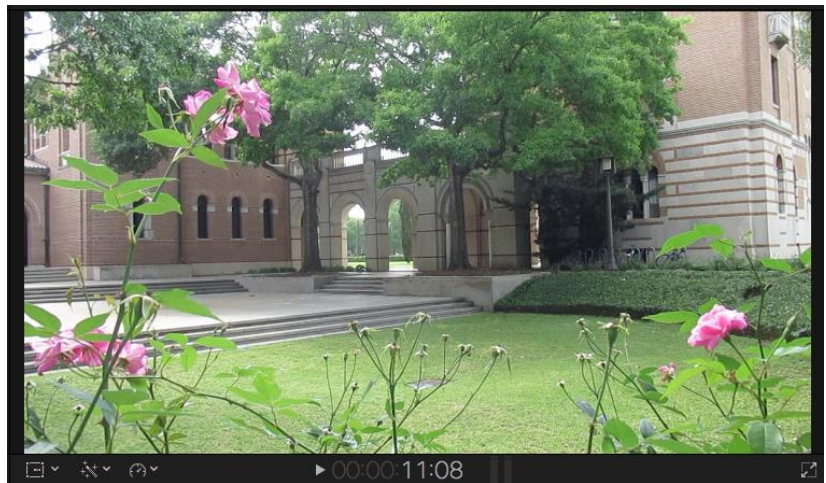
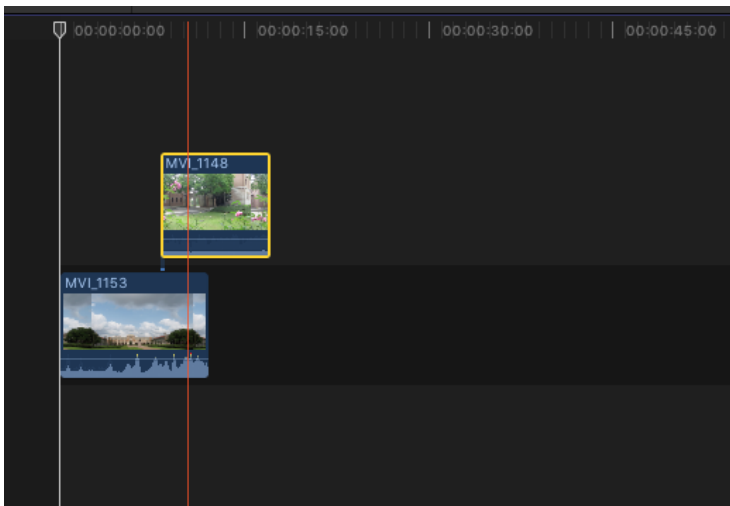
- Click on a clip. You will see a yellow box appear around the clip. This shows you what portion of the clip is selected. As you move your mouse back and forth over the clip, the preview pane will show you the footage correlating to that point in the clip. This is called “scrubbing” through the clip. You can select what part of the clip to add by either dragging the edges of the yellow box to where you want them or by hovering your mouse over where you want it to begin and hitting **i**, and then hovering your mouse over where you want it to end and hitting **o**.



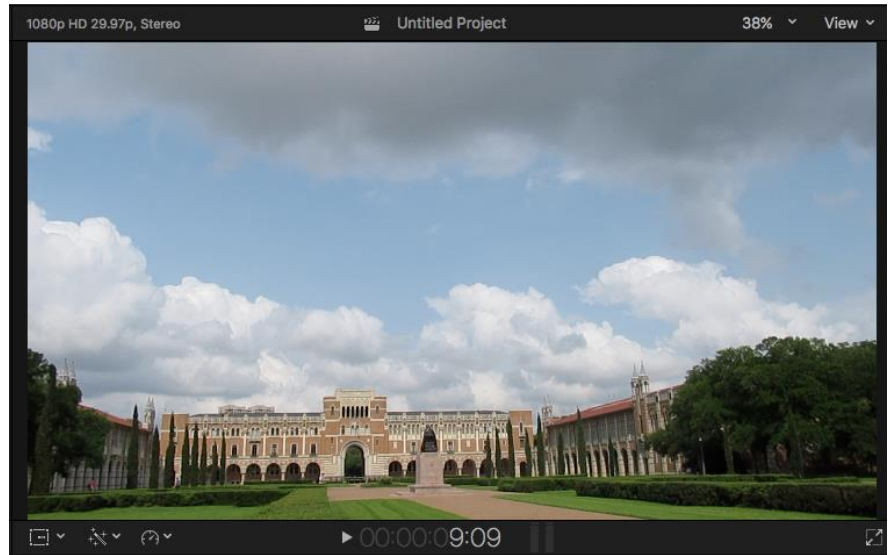
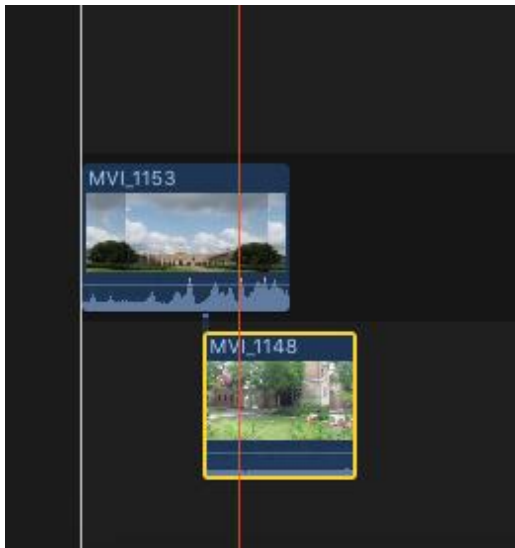
Once you have the desired selection, click inside the yellow box and drag it down into the timeline, which is the bottom pane. This adds the selected portion of the clip.




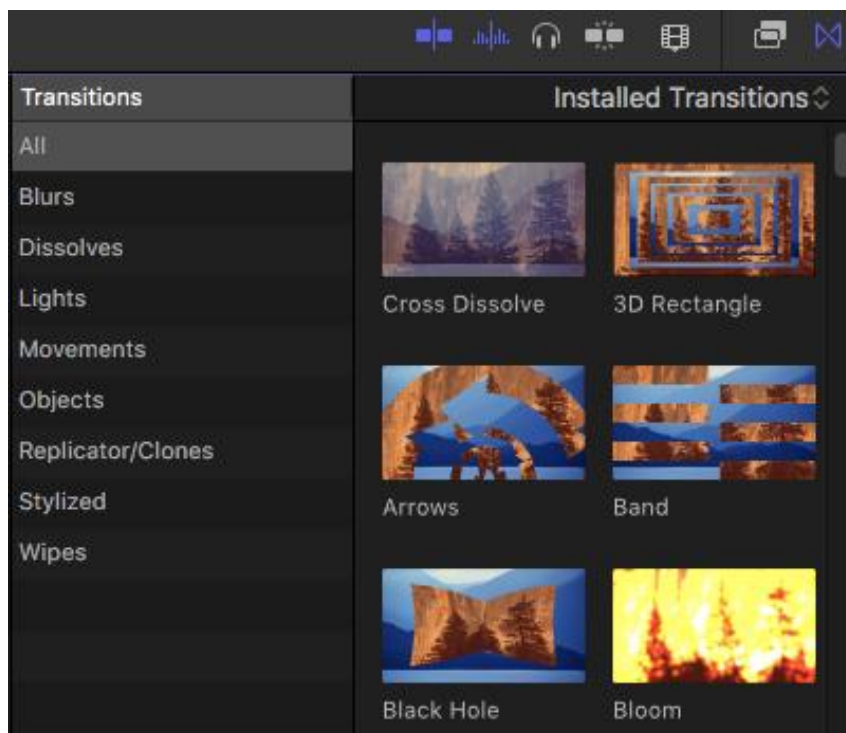
- Once you have a clip in your timeline, you can still change the boundaries of the clip by dragging on the edges of it. This is useful if you decide that you want a little more or less of the clip than you originally selected. When adding new clips to the timeline, there are 3 options. Adding them in line with the current clip in the timeline will make the clip appear sequentially. Adding it above the existing clip will display the new clip on top of the existing one, meaning the clip below will still play, but you will not see it in your project.



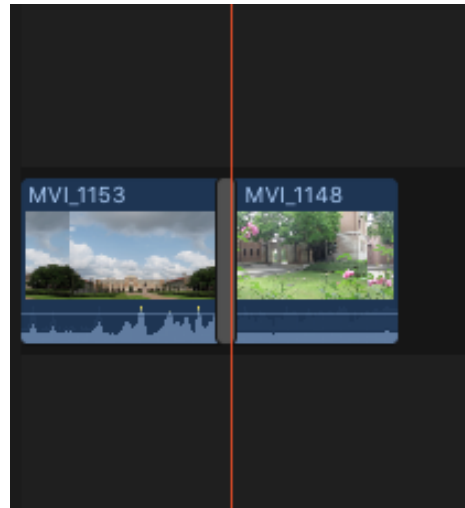
Adding the clip below the existing clip will insert it beneath the current clip, meaning while the clip will still play, you will see whatever is above it in your timeline.



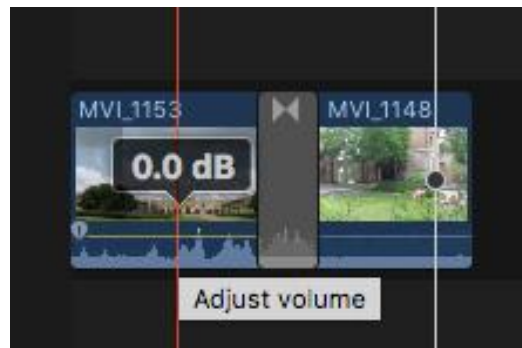
- To add transitions to your work, you can click on the transition icon  at the far right of the workspace to show the transition library. This contains a number of premade transitions supplied by Finalcut Pro X. You can click and drag the transitions between any two of your clips to add it.



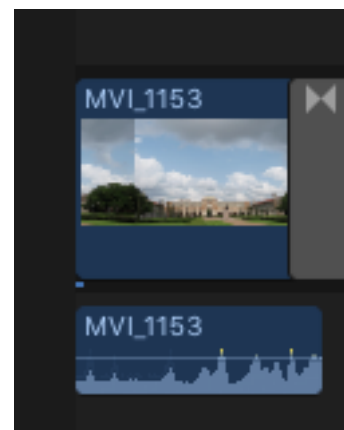
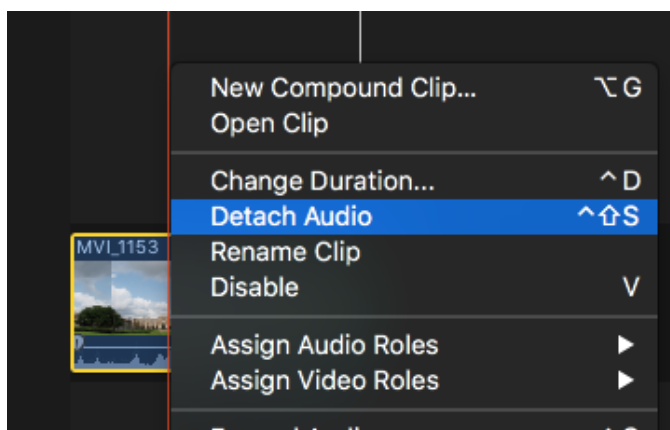
The most common one is the cross dissolve, which you can also add by hovering your mouse between the two clips you want to transition between and hitting **command + t**. You can either click and drag the edges of the transition to lengthen or shorten it, or you can right click on it and choose edit duration. Adding a cross dissolve at the end of a clip with no other clip following will result in a fade to black.



- Editing audio levels is easy in Finalcut Pro X. If your clips have audio, then the waveform will appear in blue underneath the preview of the footage. There is a line running across it which you can click on and drag up or down. Dragging it up increases the volume, dragging it down decreases the volume.



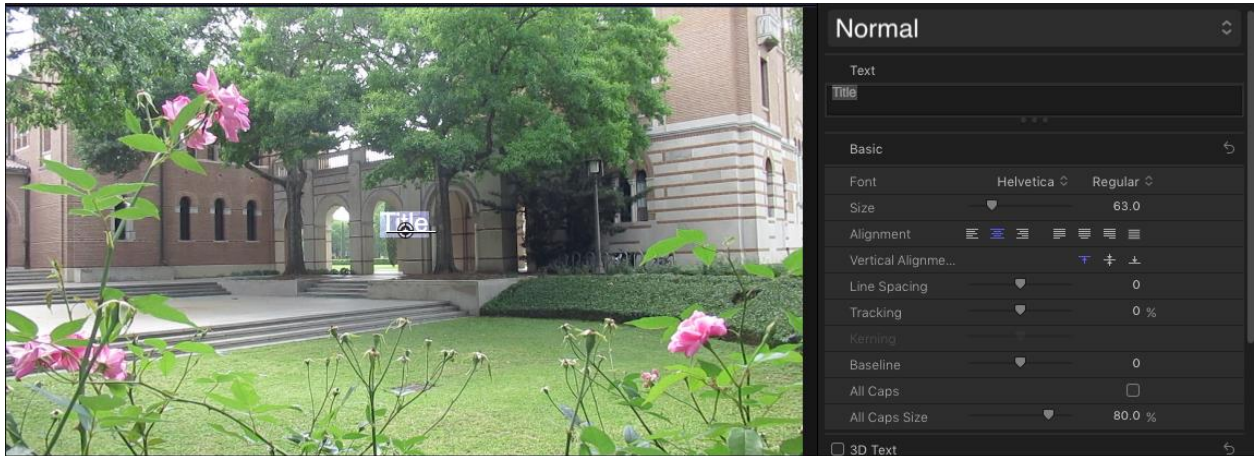
You can also separate the audio from the video by right clicking on the clip and choosing detach audio. This lets you move the audio around and edit it independently from the video.



Changing the volume level for music or audio only clips that you add to the timeline happens the same way. You can add cross dissolves to audio clips to make them fade in and out, or blend between audio clips.



- At the top left where your clips are, there is a title icon which displays all the text options available in Finalcut Pro X. adding a title to your project is as simple as adding your clips, just click and drag your title into the project. Dragging it above a clip will make the title appear on top of whatever footage is beneath it, dragging it in line with your main timeline will result in a standalone title on a black background. You can edit your text by double clicking on the text in the preview pane, and to the right you will see your formatting options.



- Once you have put together your video and are ready to export the project, go to file > share > master file. It will open a new window where you can change the name of your video and settings as needed. To save a video as an mp4 file, go to settings and change format to “**Computer**” and video codec to “**H.264**” That is useful if you want a file that will be compatible with non-Mac computers or that can be played with most any video player. After you’ve changed to your desired settings, hit next and choose a location for it to save.

