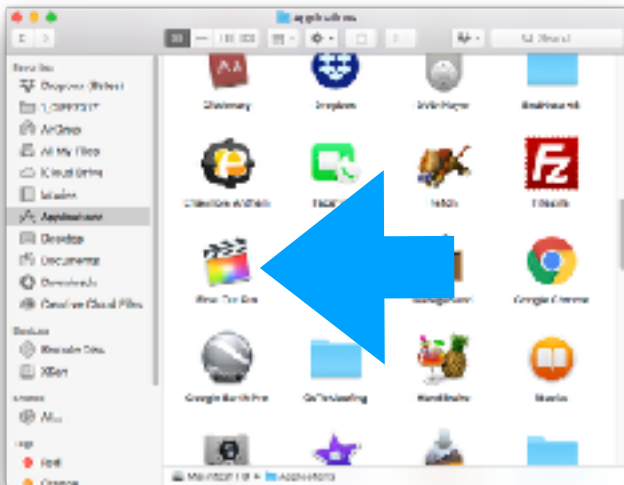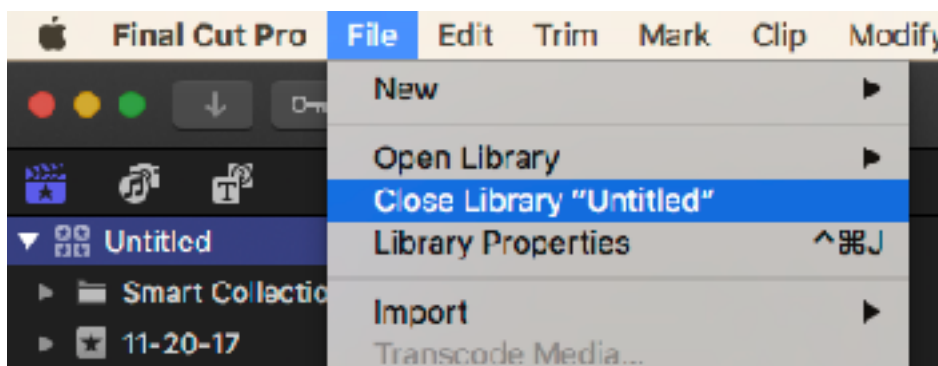# Getting Started in Final Cut Pro:
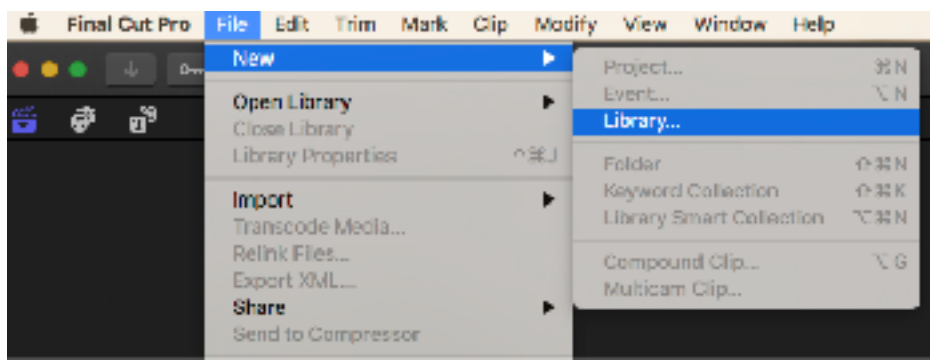## Bates Edition

First Steps

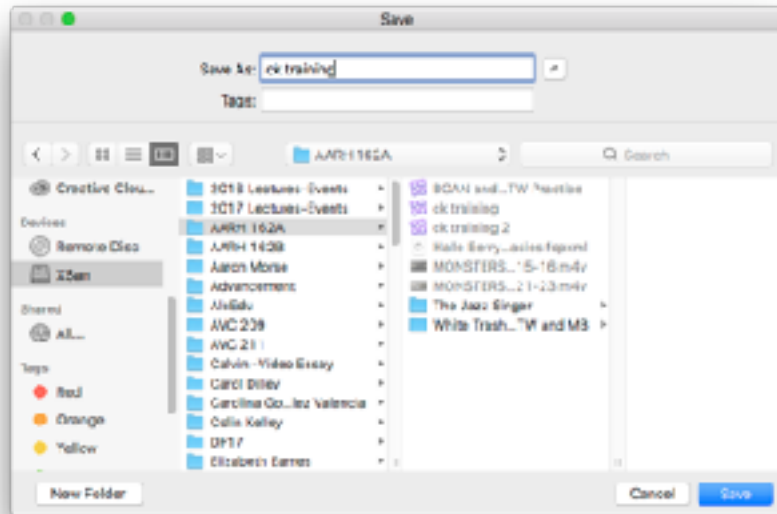Go to Applications > Final Cut Pro and click the icon to open.

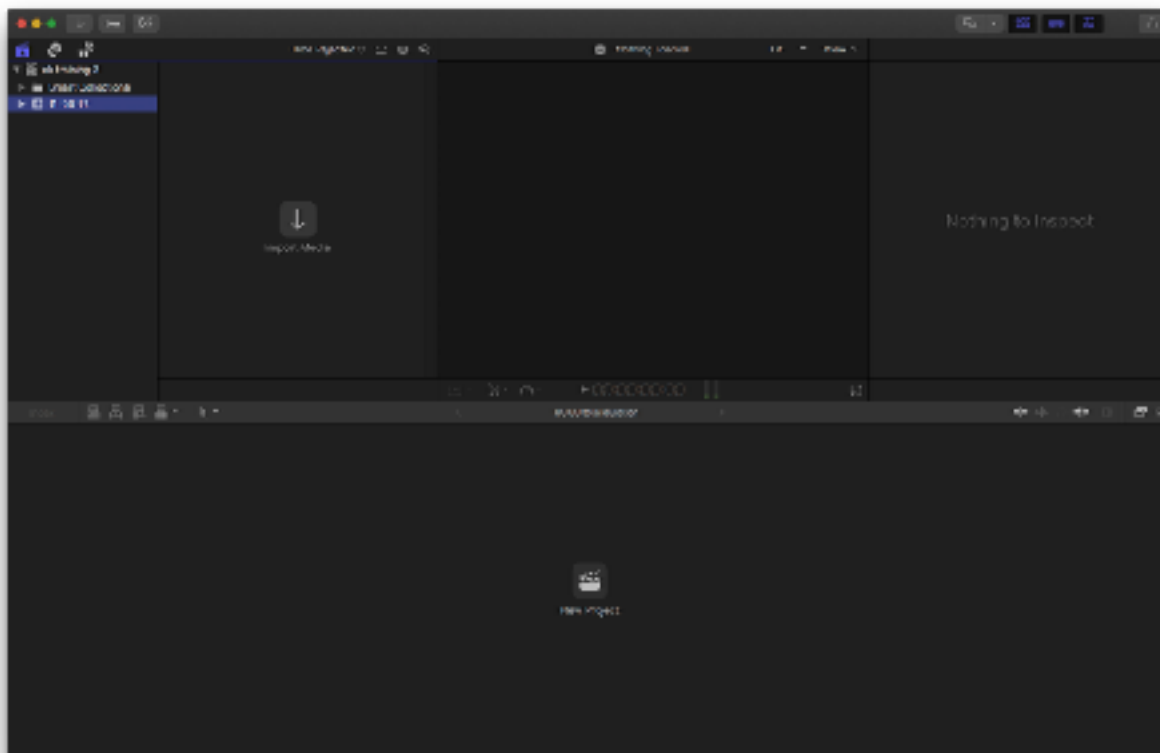When Final Cut first opens, close the default "Untitled Library"

Next create a new library.

Save this library to your folder on Xsan. Be sure to name it something that means something to you. Don't leave it as "Untitled" - that could get confusing!
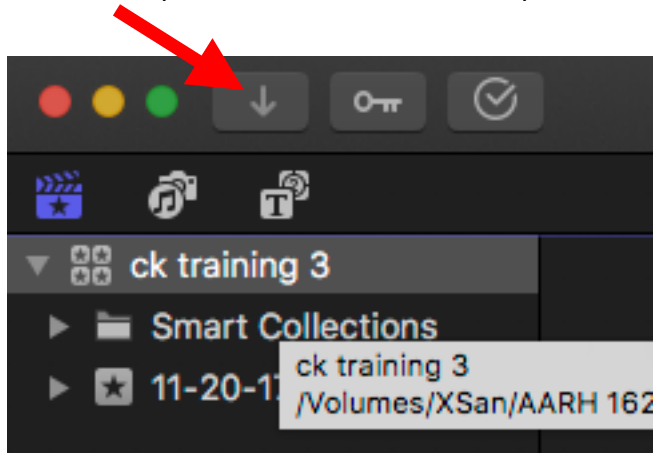

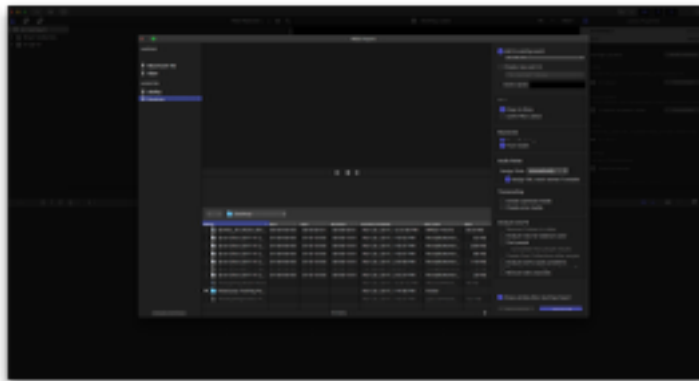This is how it should look when you're finished with this step.
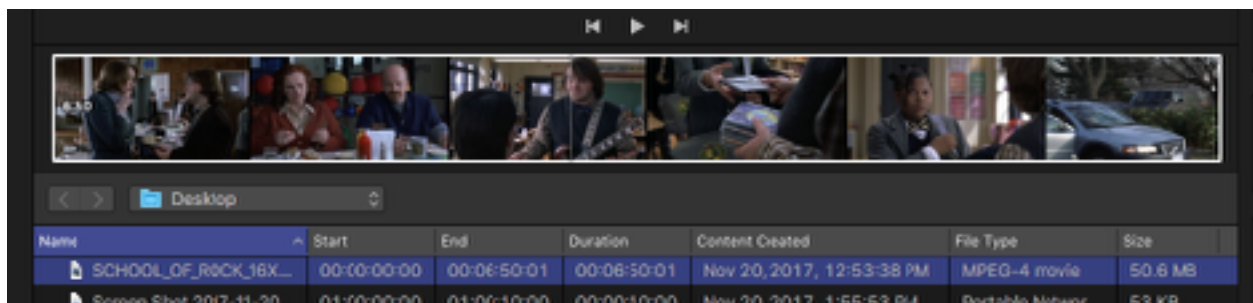
Importing Clips into FCP

Click the import media button on the top left corner of the FCP window.

The Import window opens.

Select the clip you want to import. To select multiple clips, hold down the Command button (there is a Command button immediately to the left and right of the spacebar - either will give the same results) on your keyboard.

Make sure **Copy to library** is selected.
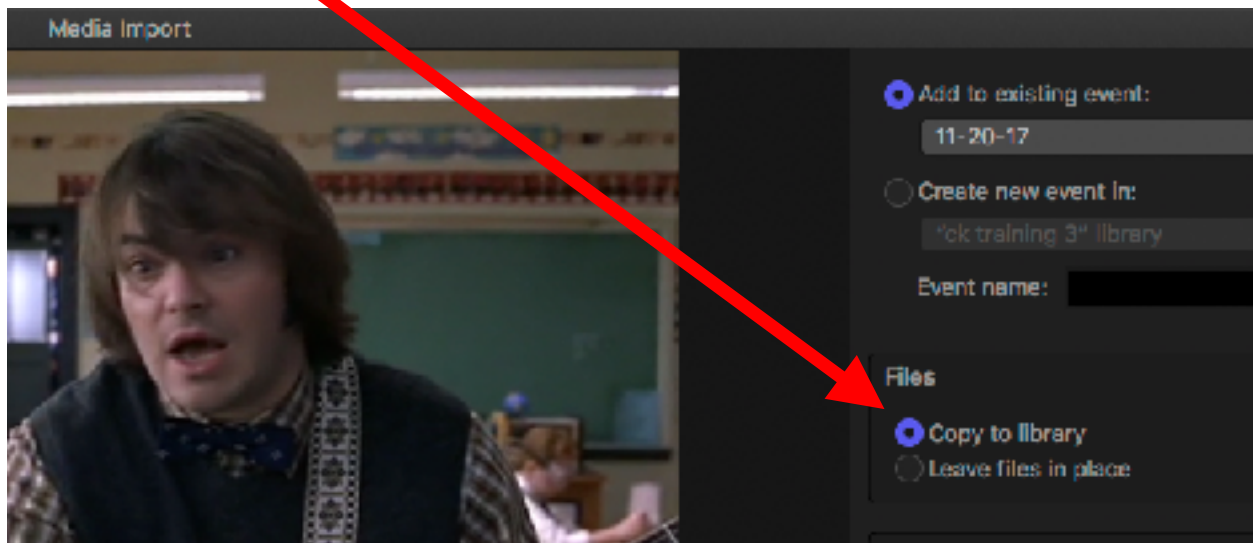
And then click **Import Selected**
- *alternatively, it might say "Import All" - which means FCP will import ALL clips in the folder. This is the default option if you select nothing.*

Now you have successfully imported a clip into Final Cut.

The Final Cut Interface

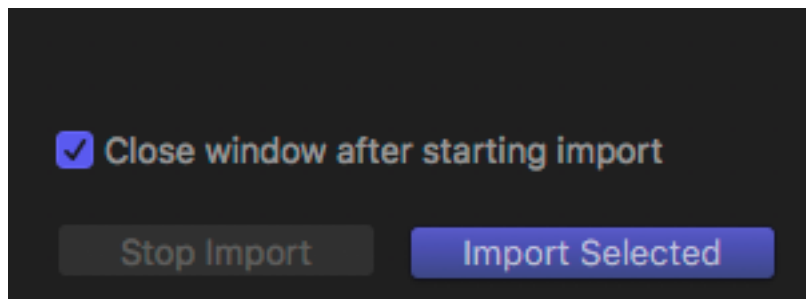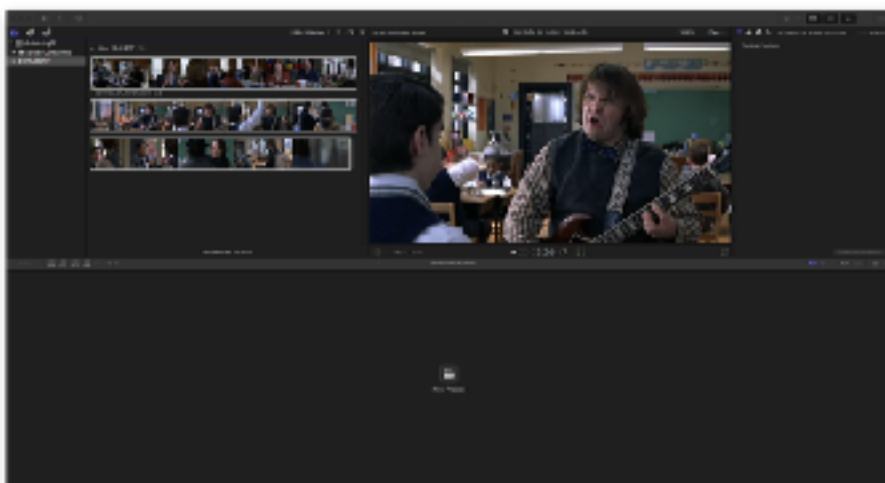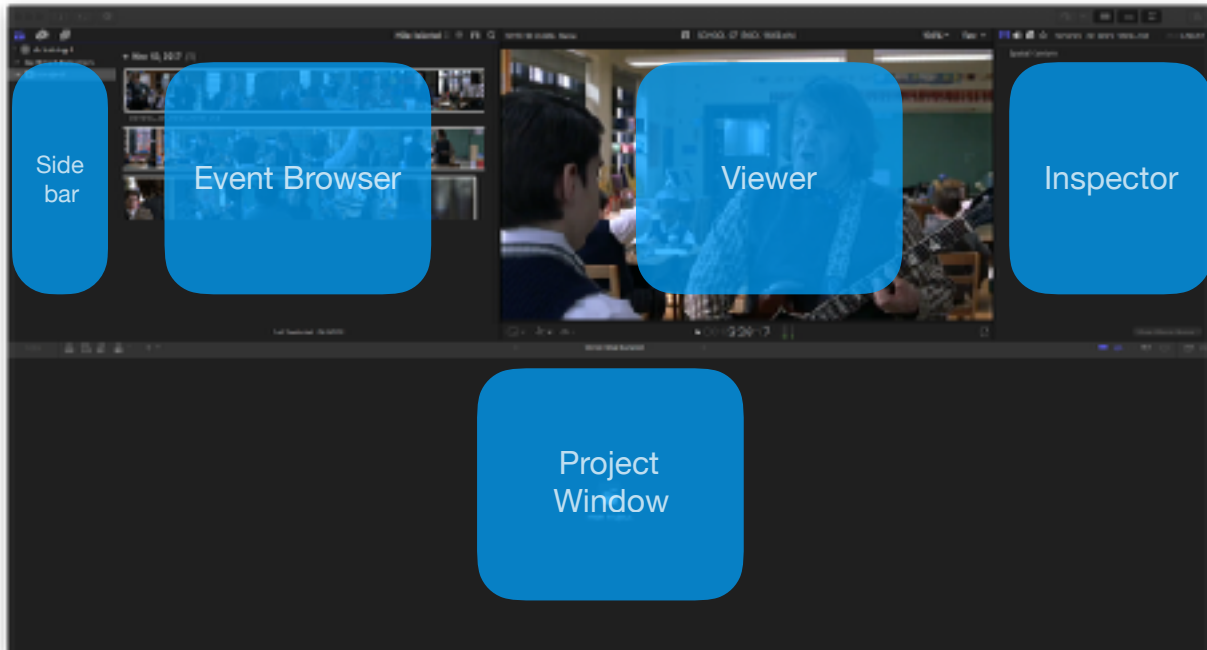**Sidebar:** Navigating tool that allows you to move between the Library window, the Music/ Image window (we don't use this at Bates) and the Title/Generator window.

Event Browser: Anything you import into your project (including voiceovers) are stored in the Event Browser. It is possible to have multiple events within one library, but most users find that all they need is a single event.

Viewer: The viewer is essentially a TV monitor. It reflects either your actions within the Event Browser or the Project Window, depending on where your cursor is located.

Inspector: The inspector allows you to make adjustments to your media. It's also where you edit text and effects.

Project Window: Also known as the timeline or storyline. This is where you assemble your final project. You can have multiple projects inside a single library or event, but most people start out with one!

Navigating inside the Event Browser

By default, **skimming** is on. Skimming allows you to move your cursor over a video in the Event Browser. As you do so, the video will preview in the Event Viewer. If this sounds confusing - it certainly can be. I recommend turning skimming OFF by pressing the "**S**" key on the keyboard.
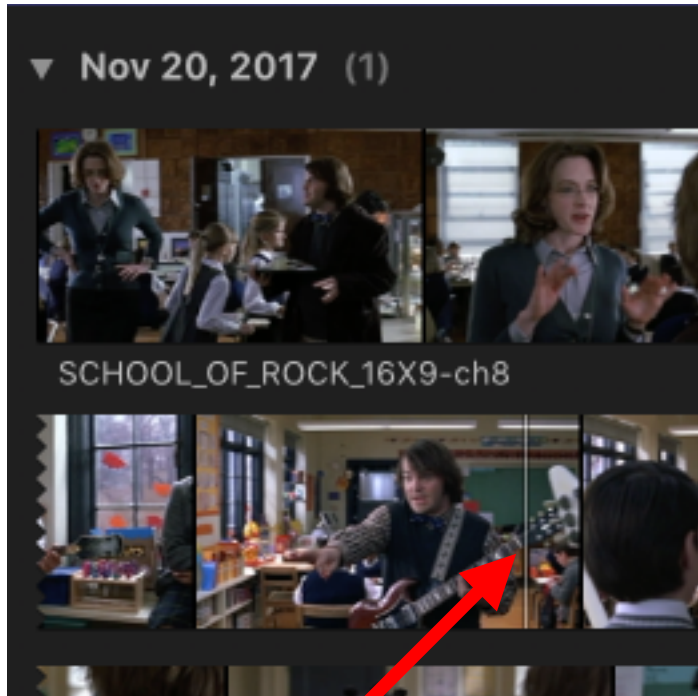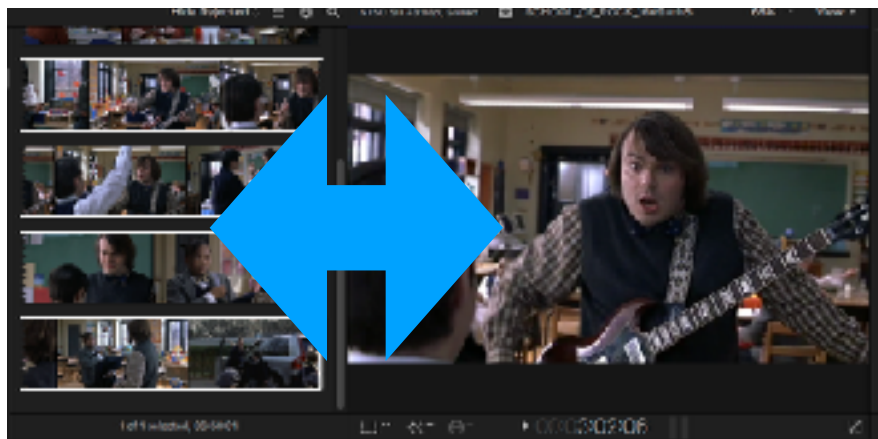

With skimming off, a little white line appears on your clip within the Event Browser.

This is called a playhead. It comes from an old technology term involving magnetic tape. I know, it's a weird name.

As you navigate through a clip, the playhead always represents your exact location within a clip. The playhead is tied directly to the video inside the Event Viewer.

If this seems confusing, try out the following exercise:

Click inside the video clip in the Event Browser.
To move the playhead forward - i.e. to play video - press the **L** button on your keyboard.
To stop the playhead - press the **K** button on your keyboard.
To rewind the video - press the **J** button on your keyboard.

Notice that as the playhead moves forward, stops or goes in reverse, the video within the Event Viewer does the same.
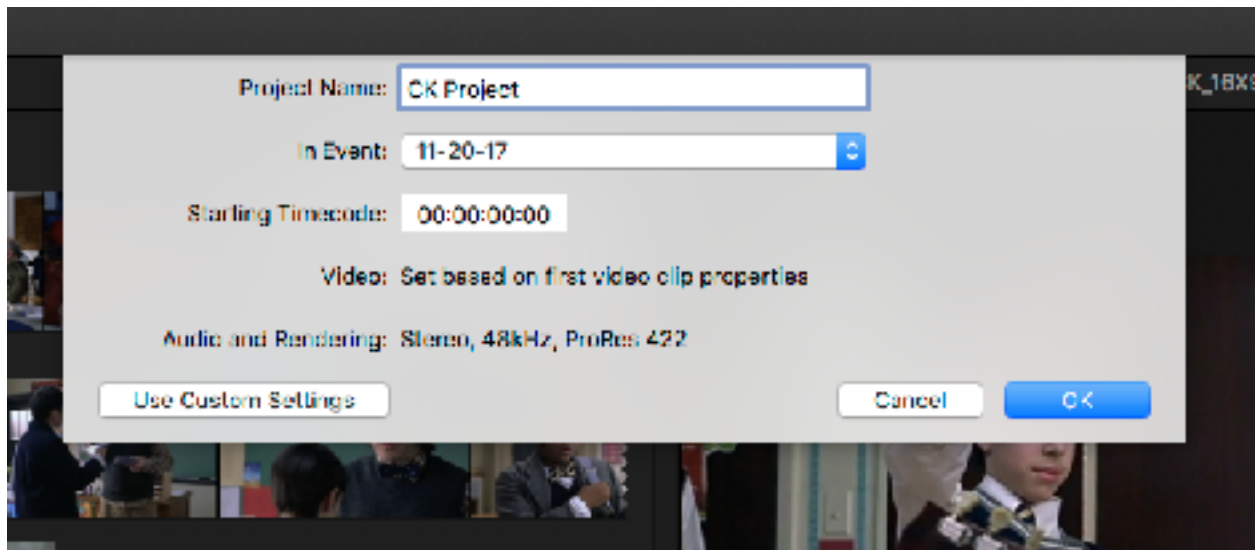
Working Inside the Project Window

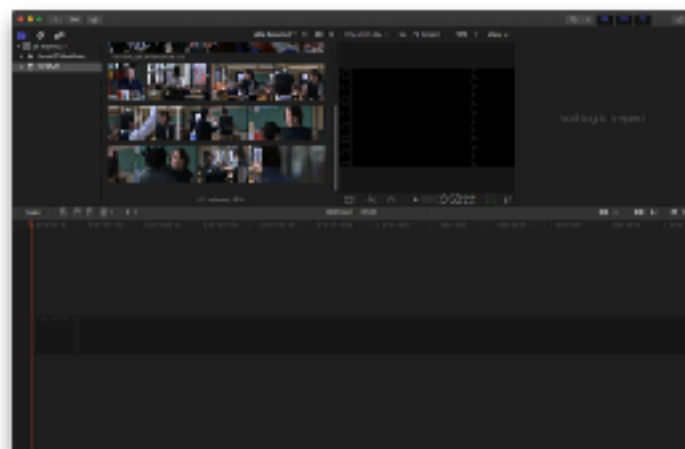The **Project Window** is where you assemble your story.

To create a new project, click the New Project button (this is the last time you'll see this button, so alternately, try going **File > New > New Project**)
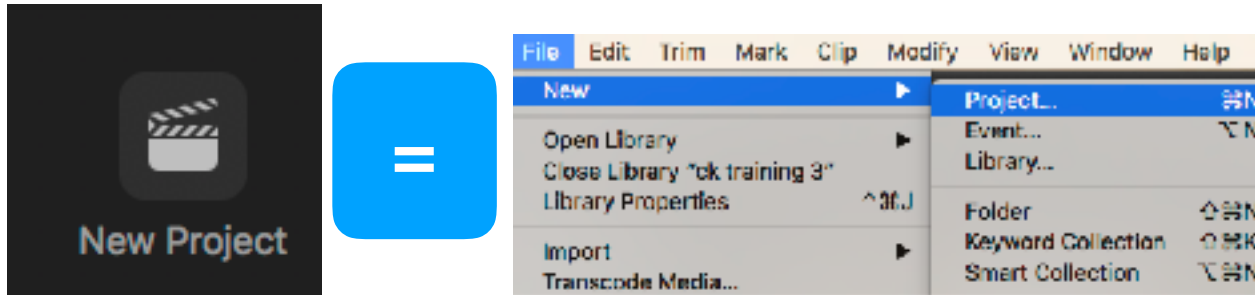
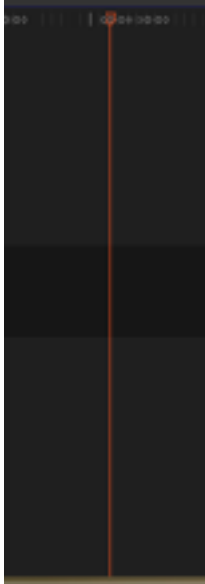Name your project, but leave the rest at default. Click **OK**.


Now you have an empty project.

Just as the Event Browser has a playhead, so does the Project Window.

This is what the project window playhead looks like.

If the project playhead is red, it is active and you can navigate within the Project window using the J, K, and L buttons. If it is white, it is not active. Click anywhere within the project window to activate the playhead.

If you want to move the playhead using your mouse, click on the playhead inside the time-strip.
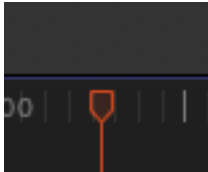
The next step is to get the edited video from the Event Browser into the Project Window.

It is possible to simply drag the video from the Event Browser into the Project Window, but your results may vary.

Try these keyboard shortcuts instead:

E - Append edit. This will put the edited clip immediately following the very last clip on the timeline, regardless of the location of the Project Playhead.
W - Insert edit. This will put the edited clip wherever the Project playhead is located. If the project playhead is on top of a clip, this command will split the clip and insert the edited clip between.

That's it. Repeating this process over and over again is the definition of video editing.

Editing Keyboard Shortcuts

Try out these keyboard short cuts inside the project window to get a good feeling for what they can do.

Transport Controls

J - Rewind video
K - Stop
L - Play video forward
I - (i) Mark an "In" point
O - Mark an "Out" point

Editing controls

S - Turn skimming off
E - Append Edit (add selected clip to the end of last clip in project window)
W - Insert Edit (insert selected clip at project window playhead location)
Q - Connect selected clip to primary storyline (place selected clip at location of playhead but above existing video)

A - Select tool (your standard/default mouse cursor within FCP)
B - Blade tool (use your mouse cursor to split video within project window)

Zooming in/out

Shift+Z - Zooms out until entire project is viewable within project window
Command+(plus button) - Zoom In
Command+(minus button) - Zoom Out

Moving between windows

**Command+1** - Jump to Event Browser
Command+2 - Jump to Project

Burning Your Disk

When you've completed your project and are ready to turn in the assignment, you will need to burn a DVD.

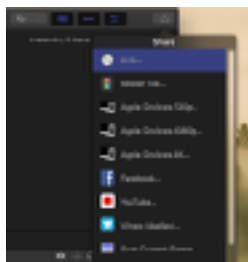You can get a blank DVD from the Loaner Pool office at 115 Pettigrew.

To burn a disk

First, click within the project window. This ensures FCP knows that you intend to burn the project to disk. For extra protection, hold down Command+A on your keyboard to select all.
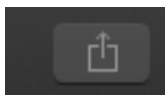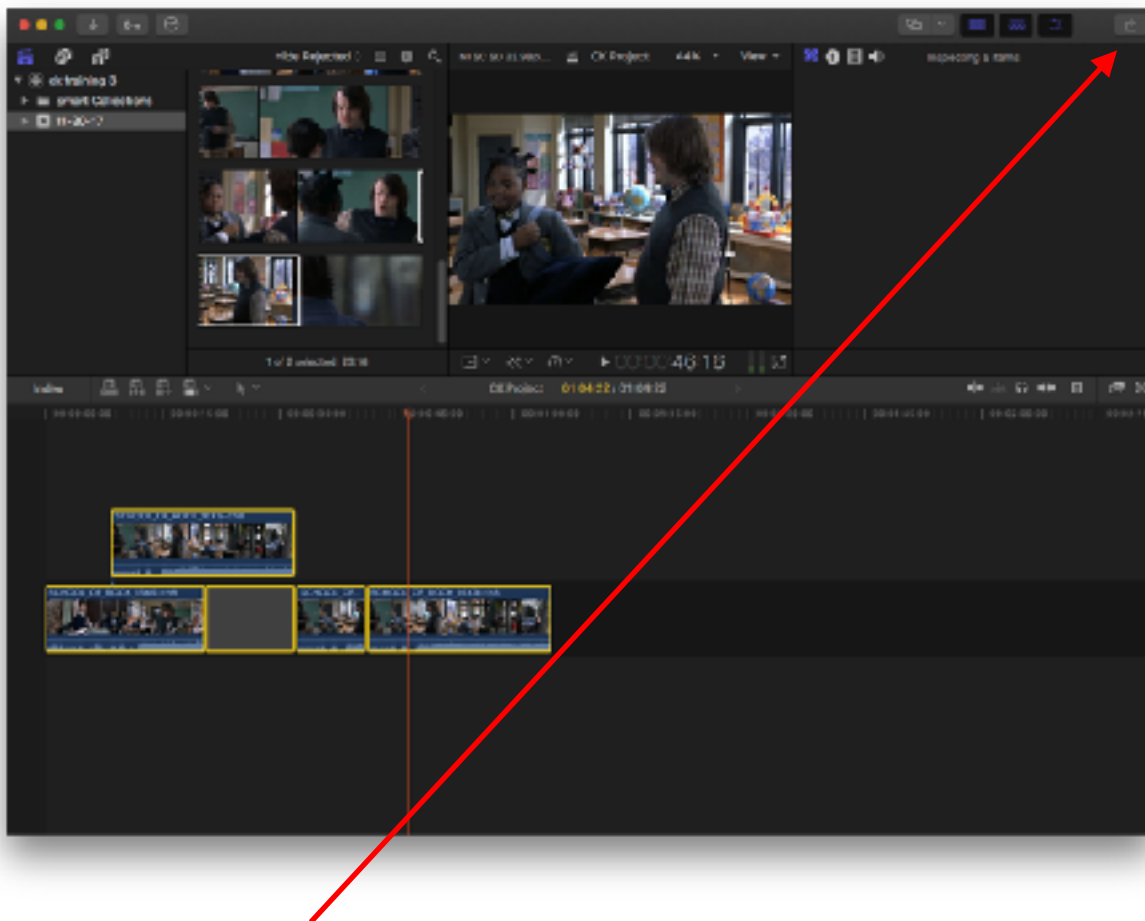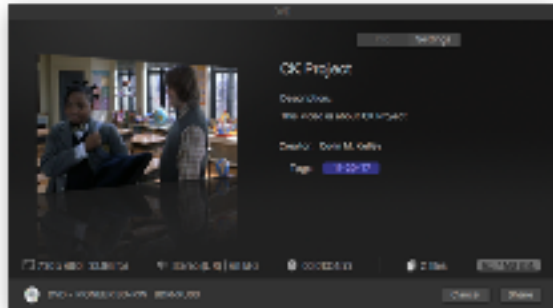

  Next, go to the **Share** button on the upper right hand corner of the FCP window.
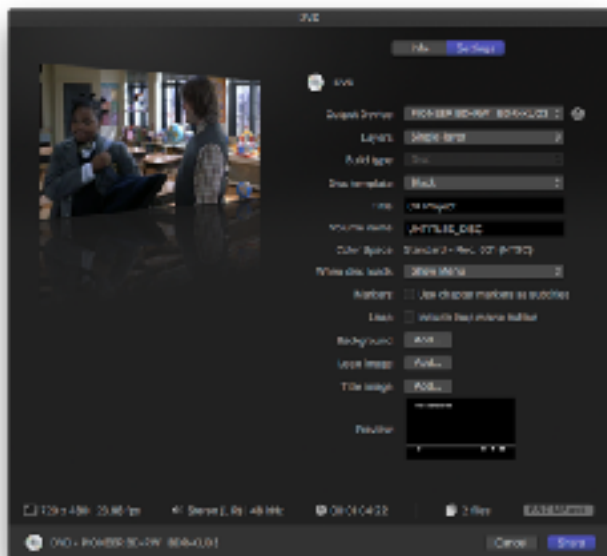
Select **DVD…**

And the DVD Burn Window opens

Make sure the title and description are correct.

And click on the **Settings** tab.

For "**Output Device**" be sure the DVD burner is selected (it will often default to Hard Drive, which is not helpful). The name of your DVD drive may vary, but it will always be the option that ISN'T Hard Drive.

If there's no burner option available, check to see if your burner's USB cable has been disconnected from the computer.

With a blank DVD-R loaded in the burner, click the Share button.

Note that while your DVD will begin burning, it must first transcode, which can take some time. DO NOT quit out of Final Cut or log off the computer until FCP says the burn is finished (a window will pop up).

Always test your DVD on a different DVD player to ensure proper playback.