FINAL CUT PRO 7

*Learn Final Cut Pro
the Fast, Efficient Way!*

capture · assembly · edit · trim · titles · effects · transitions · motion · m
output · clips · timecode · render · B-roll · fade · chroma key · capture
bly · edit · trim · titles · effects · transitions · motion · mixing · output
timecode · render · B-roll · fade · chroma key · capture · assembly · edi
titles · effects · transitions · motion · mixing · output · clips · timecode
· B-roll · fade · chroma key · capture · assembly · edit · trim · titles · effe
transitions · motion · mixing · output · clips · timecode · render · B-roll
· chroma key · capture · assembly · edit · trim · titles · effects · transitio
motion · mixing · output · clips · timecode · render · B-roll · fade · chro
· capture · assembly · edit · trim · titles · effects · transitions · motion · n
ing · output · clips · timecode · render · B-roll · fade · chroma key · cap
assembly · edit · trim · titles · effects · transitions · motion · mixing · ou
clips · timecode · render · B-roll · fade · chroma key · capture · assemb
· trim · titles · effects · transitions · motion · mixing · output · clips · tim
render · B-roll · fade · chroma key · capture · assembly · edit · trim · tit
fects · transitions · motion · mixing · output · clips · timecode · render ·
fade · chroma key · capture · assembly · edit · trim · titles · effects · tran
· motion · mixing · output · clips · timecode · render · B-roll · fade · chro
· capture · assembly · edit · trim · titles · effects · transitions · motion · n
ing · output · clips · timecode · render · B-roll · fade · chroma key · cap
assembly · edit · trim · titles · effects · transitions · motion · mixing · ou
clips · timecode · render · B-roll · fade · chroma key · capture · assemb
· trim · titles · effects · transition · tim
render · B-roll · fade · chroma **LISA BRENNEIS** tit
fects · transitions · motion · mixing · output · clips · timecode · render ·

Figure 9.38 Using Large Icon view in the Browser, arrange clip icons in storyboard order.

Figure 9.39 Select all clips in the Browser and drag them to the Timeline.

Figure 9.40 The sequence assembles clips in storyboard order.

Performing Edits in the Timeline

Editing in the Timeline can be a faster way to go, particularly when you're in the early stages of assembly.

You have a number of ways to control the size and time scale of the Timeline window. You need the Timeline's big picture view when you deploy multiple tracks of visual or sound effects, but you can also zoom way in when performing precise work. See Chapter 10, "Editing in the Timeline and the Canvas," for details.

◆ You can assemble a sequence by dragging clips directly to the Timeline from the Browser or Viewer.

◆ You can use the Browser Sort function to sort your takes by timecode or by shot number, and then drag a whole group of clips from the Browser directly to the Timeline. FCP will place the clips in the Timeline based on your Browser sort order.

◆ You can construct a storyboard in the Browser's Large Icon view (**Figure 9.38**), and then drag all the clips into the Timeline (**Figure 9.39**). If the Browser tab from which you drag the clips is in Icon mode, the clips are placed in storyboard order, from left to right and top to bottom (**Figure 9.40**).

◆ You can designate target tracks in an edit just by dragging a source clip directly to the destination track.

◆ Drag a source clip to the space above your existing tracks, and FCP will automatically create a new track.

To perform an Insert edit:

◆ Drag the source clip from the Viewer or Browser to the upper third of the Timeline track (**Figure 9.41**).

The pointer changes to indicate the type of edit.

To perform an Overwrite edit:

◆ Drag the source clip from the Viewer or Browser to the lower two-thirds of the Timeline track (**Figure 9.42**).

✔ Tips

■ If you drag a clip to the Timeline when it is set to the smallest Timeline track size, you'll perform an Overwrite edit. Hold down the Option key to perform an Insert edit.

■ When you drag a clip from the Browser onto a clip or transition in the Timeline, a two-up display appears in the Canvas. This two-up display shows the frame just before your insert on the left, and it shows the frame just after your insert on the right. The names of the sequence clips adjacent to your edit point appear at the top of each display, and the time-code of the displayed frames appears at the bottom (**Figure 9.43**).
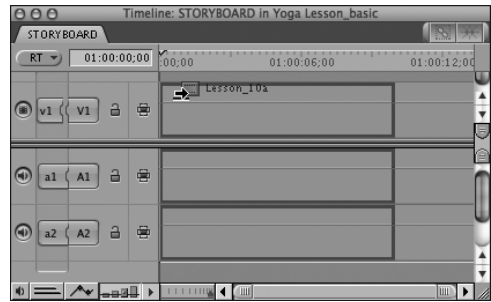
Figure 9.41 Dragging a clip to the upper third of the Timeline track performs an Insert edit.
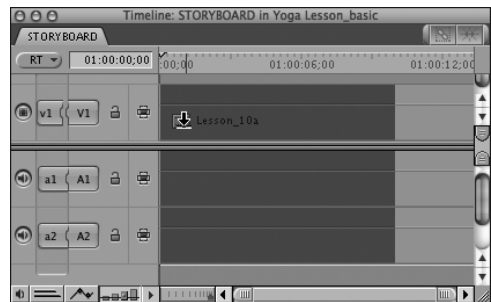
Figure 9.42 Dragging a clip to the lower two-thirds of the Timeline track performs an Overwrite edit.

Figure 9.43 When you drop a clip directly onto the Timeline, the Canvas displays details about the two clips adjacent to your edit point.

Audio In point
Video In point   *Audio Out point*
Video Out point
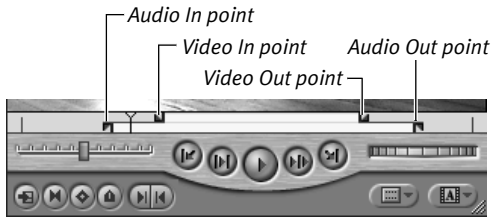
Figure 9.44 Split edit points as they appear in the Viewer's Scrubber bar.

Performing split edits

A split edit sets different In and Out points for video and audio in a single clip (**Figure 9.44**). Split edits are commonly used in cutting synchronized dialogue scenes.

To mark a split edit:

1. With the clip open in the Viewer, position the playhead where you want the video to begin.

2. Control-click the Scrubber bar; then choose Mark Split > Video In from the shortcut menu (**Figure 9.45**).

3. Reposition the playhead at your desired Out point and choose Mark Split > Video Out from the shortcut menu.

4. Repeat the process to set your Audio In and Out points (**Figure 9.46**). You could also switch to your clip's Audio tab and mark the audio there.

Figure 9.45 Control-click anywhere on the Scrubber bar to call up the shortcut menu; then choose Mark Split > Video In.

Figure 9.46 Using the Scrubber shortcut menu to mark the Audio Out point. (Alternatively, you can switch to the clip's Audio tab to do this.)

PERFORMING EDITS IN THE TIMELINE

To move split edit points:

◆ Open the clip in the Viewer. In the Scrubber bar, click and drag either the In points or the Out points to a new position.

   The video and audio edit points move in tandem in a split edit (**Figure 9.47**).

To slip all split edit points at once:

◆ In the Scrubber bar, press Shift while dragging any of the edit points.

   All the edit points *slip*, or move in unison (**Figure 9.48**).

   The respective video and audio durations specified in the split edit don't change, but the frames that are included in the marked clip shift.

✔ Tip

■ As you slip a split edit, the updated In point frame with the timecode for the edit point you selected displays on the Viewer image, and the edit's Out point frame with timecode displays on the Canvas. Awesome.

Figure 9.47 Moving split In points by dragging them in the Scrubber. The Audio and Video In points will shift in tandem. Video edit points appear in the top half of the Scrubber; audio points appear in the bottom half.

Figure 9.48 Shift-dragging moves all four points at once. The timecode readout in the Viewer displays the current In point location of the point that you drag.

Tips for Quicker Split Edits

Split edits are commonly used in cutting synchronized dialogue scenes. You can mark a split edit before you insert a clip into a sequence for the first time (as shown here), but a common split edit approach to a dialogue sequence starts by making straight cuts of both video and audio tracks based on the rhythm of the dialogue and then going back and using the Roll tool to adjust the edit points on the video track only. Hold down the Option key as you click the edit point to select only the video track of your clip. Check out "Tips on Tools" in Chapter 11 for more info.

Another approach is to include only video or only audio in your edit by targeting only the video or audio track in the Timeline.

As you play back your footage, you can use one of these keyboard shortcuts to mark a split edit on the fly:

◆ **Mark Video In:** Control-I

◆ **Mark Video Out:** Control-O

◆ **Mark Audio In:** Command-Option-I

◆ **Mark Audio Out:** Command-Option-O

Figure 9.49 Option-click and drag to shift only one edit point in a split edit. The pop-up display shows the offset duration between Video and Audio In points.
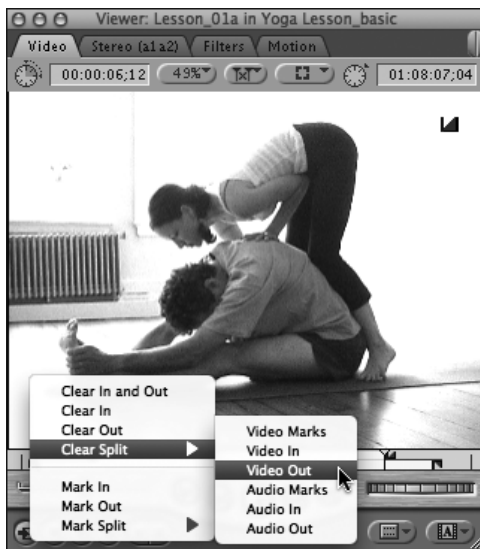
Figure 9.50 Clearing a Video Out point using the Scrubber shortcut menu. Control-click the Scrubber bar to access this menu.

To move only one edit point in a split edit:

◆ In the Scrubber bar, press Option while dragging the edit point you want to modify (**Figure 9.49**).

  A display pops up as you drag to indicate the duration of the offset between Video In and Audio In, or Video Out and Audio Out. The Scrubber bar in the Viewer updates to reflect the new edit points.

To remove a split edit point:

Do one of the following:

◆ In the Scrubber bar, Control-click; then choose Clear Split and, from the shortcut submenu, select the point you want to clear (**Figure 9.50**).

◆ Press Option I to remove both Audio and Video In points; press Option-O to remove both Audio and Video Out points.

PERFORMING EDITS IN THE TIMELINE