

FINAL CUT PRO 7

Shortcuts for Marking Sequence Edit Points

Use the same commands and keyboard shortcuts that you use to mark In and Out points in the Viewer to mark your sequence In and Out points in the Timeline and the Canvas.

FCP also offers a couple of handy commands specifically for marking edit points in a sequence:

- Use the Mark Clip command to set the sequence In and Out points to match the edit points of a particular clip in the sequence.
- Use Mark Selection to set the sequence In and Out points to match a multipleclip selection or a selection that includes only part of a clip.

To use the Mark Clip command:

- **1.** Place the playhead over a clip in the Timeline (**Figure 9.51**).
- Check that your selected clip's track is the lowest-numbered Auto Select-enabled track (Figure 9.52).
- Choose Mark > Mark Clip (Figure 9.53); or press X.

The sequence In and Out points are set to match the boundaries of the clip (**Figure 9.54**).



Figure 9.51 In the Timeline, place the playhead over the clip that you want to use to mark the sequence.

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Figure 9.52 Check that the selected clip is on the lowest-numbered Auto Select–enabled track.

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Figure 9.53 Choose Mark > Mark Clip.

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Figure 9.54 The sequence In and Out points are set to match the boundaries of the clip.
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Figure 9.55 Selecting a region of the sequence. Use Range Select from the toolbar if you want to include just part of a clip.

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Figure 9.57 Sequence In and Out points are set to match the boundaries of the selected region.

✓ Tips

- Mark Clip is a quick way to mark sequence In and Out points if you want to superimpose something over a particular clip.
- FCP automatically selects sequence material between sequence In and Out points on all tracks with Auto Select controls enabled. For more information, see "To use Auto Select to select items between In and Out points" in Chapter 10.

To use the Mark Selection command:

- Make a selection in the Timeline. The selection can range from an entire sequence to a part of a single clip (Figure 9.55). See Chapter 10, "Editing in the Timeline and the Canvas," for information on using the Tool palette's selection tools.
- Choose Mark > Mark Selection (Figure 9.56).

The sequence In and Out points are set to the boundaries of the selection (**Figure 9.57**).

Locating a Match Frame

Final Cut Pro offers two commands you can use to locate the source clip for any frame in your sequence. Match Frame quickly locates the source for a clip you've used, which is convenient when you'd like to select another part of that clip for use elsewhere in your sequence.

- View > Match Frame > Master Clip locates the master clip affiliated with your sequence clip in the Browser and opens it in the Viewer. The playhead is positioned on the frame matching the sequence frame, and the master clip's In and Out points are matched to those in the sequence copy of the clip.
- View > Match Frame > Source File locates the original source clip in the Browser and opens it in the Viewer, but does not set matching In and Out points. Use Match Frame > Source File when you're looking for footage that's located in the original source file on disk, but outside the boundaries of your master clip.

To find a source frame of video matching a sequence clip frame:

- **1.** In the Canvas or the Timeline, park the playhead on the frame for which you want to locate the source clip (**Figure 9.58**).
- Set the track containing the clip to be the lowest-numbered Auto Select-enabled track (Figure 9.59).



Figure 9.58 Park the Canvas playhead on the frame that you want to match in the source clip.

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Figure 9.59 FCP displays the match frame for the frame at the playhead position on the lowest-numbered Auto Select–enabled track.

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Reveal in Finder			

Figure 9.60 Choose View > Match Frame > Master Clip.

- **3.** Do one of the following:
 - Choose View > Match Frame > Master Clip (Figure 9.60); or press F to locate the master clip affiliated with your sequence clip.
 - Choose View > Match Frame > Source File; or press Command-Option-F to locate the original source clip for your sequence clip.

The matching clip opens in the Viewer. The current frame in the Viewer matches the current frame on the target track in the Canvas (**Figure 9.61**).



Figure 9.61 The master clip that matches the sequence clip opens in the Viewer. The frame displayed in the Viewer matches the current frame displayed in the Canvas.