

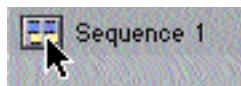
Step-by-Step

Final Cut Pro: Creating Multiple Video and Audio Tracks

The following steps introduce using multiple video and audio tracks within Final Cut Pro. This assumes that the video clips have already been captured and placed in a folder (see the “Final Cut Pro: Importing, Organizing, and Trimming Video Clips” Step-by-Step Card). For this Step-by-Step Card, you will need five video clips (one clip to be used as a background clip) and three audio clips. Audio Clip 1 is a short sound clip from a CD, Audio Clip 2 is a sound clip created by voice using the computer’s internal or external microphone, and Audio Clip 3 is another short CD sound clip.

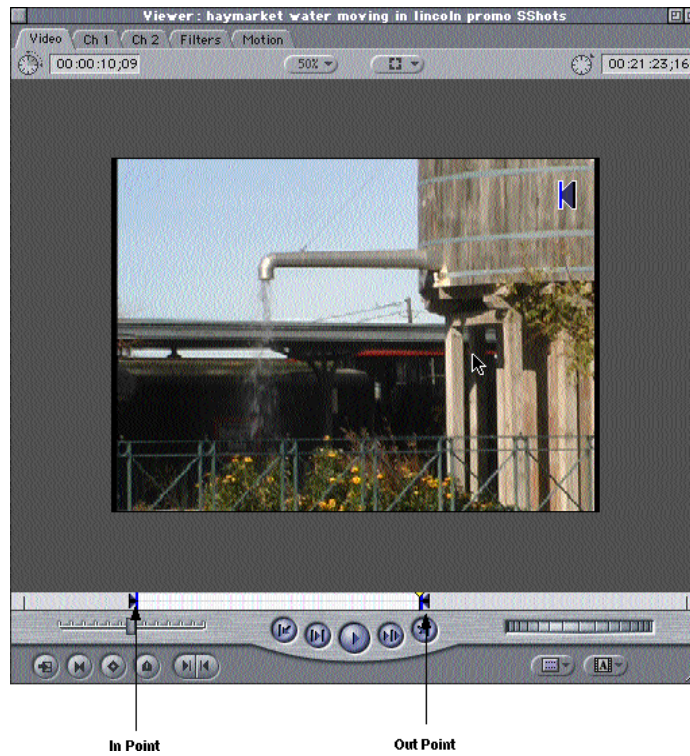
Importing a folder’s contents

- 1** Open the Final Cut Pro application.
- 2** Choose Import from the File menu; then choose Folder from the submenu.
- 3** Navigate to the folder you have designated to store your QuickTime clips and click Select.
- 4** In the Browser window, open the folder to check to see that all video files have been imported. You can rename the folder that contains the media clips.
- 5** If the browser window is not open, double-click the Sequence 1 icon in the Browser window to open the Canvas window.

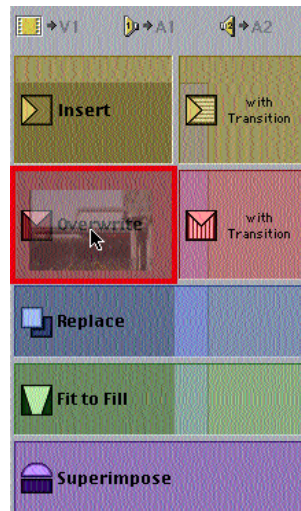


- 6** Select a clip you want to use as a background clip. (A background clip is one that plays in the background while other clips play on top of the background clip. This uses the multiple video track concept, similar to layers in graphic programs like Photoshop.)
- 7** Once you have chosen the clip you want to insert into the Video 1 track, double-click the clip in the Browser. The clip opens in the Viewer window.

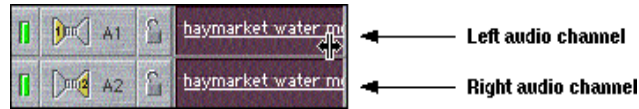
- 8 Once it is in the Viewer window, set your In and Out points. (Refer to the “Final Cut Pro: Importing, Organizing, and Trimming Video Clips” Step-by-Step Card.)



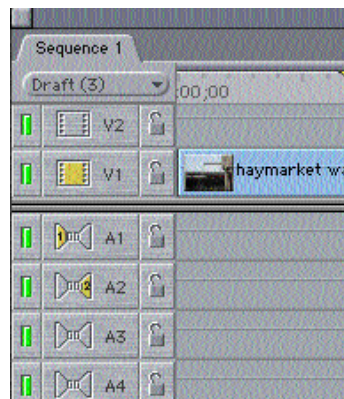
- 9 In the Viewer window, drag the trimmed clip into the Canvas window to the Overwrite button. (Once you position the video clip over the Canvas window, the Overwrite button becomes visible.) This places the clip in the Video 1 track in the Timeline.



- 10** If you do not plan to use the audio that may be attached to the clip, you can delete it at this time. If your audio was recorded in stereo (left and right speakers), you will have two audio tracks attached to the video clip. To select the audio only and not the video clip, hold down the Option key while clicking the audio track. To select both audio tracks while not selecting the video track, hold down the Option and the Shift key. Once both audio tracks are selected, press the Delete key on your keyboard.



If you have deleted the audio successfully, your Timeline with one clip should look like the following illustration:



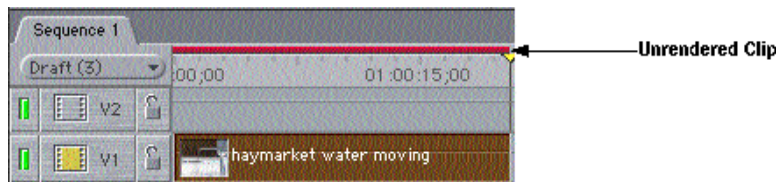
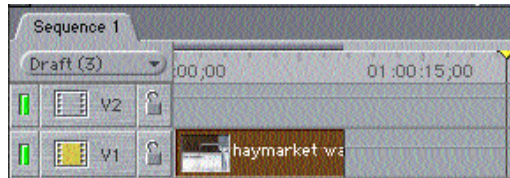
To lengthen the single clip in the Timeline, you will add a speed effect to play the image in slow motion. Other clips that play on top will be in normal motion speed.

- 11** Select the clip in the Timeline by clicking the clip.



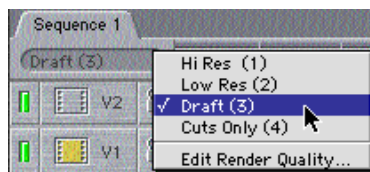
- 12** Choose Speed from the Modify menu. In the Speed dialog box, change the percent from 100 to 50%. This will play the clip twice as slow and will lengthen the clip twice as much.

The clip is longer than the original clip and a red line appears in the Timeline window directly above the clip. This line means that you have made a modification to the original digital clip and now you must render the change for the change to take effect. Depending on the length of the clip and the amount of changes you make, along with the speed of your computer, rendering can be a lengthy process.



If you want to render the change, you can do so now or you can render the changes when you're finished. It is suggested that you render in the Draft mode. This will not take as long but the quality will be less than the default High Res mode. Final Cut Pro caches your rendered files for each quality mode you choose. For example, if you render your files in Draft mode, finish all of your edits and then are ready to render in the Hi Res mode to print to tape, the cache files will contain all rendered files for each mode. This is important for those who may not have enough hard disk space to store both sets of rendered files.

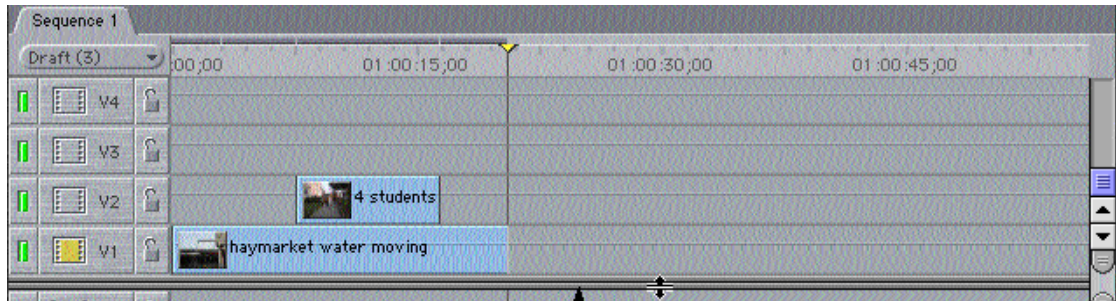
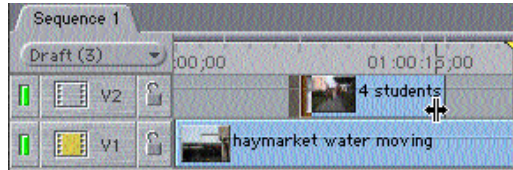
- 13** In the Timeline window, Sequence 1 tab, choose Draft from the pop-up menu.



- 14** Choose Render Selection from the Sequence menu. This renders the video clip with the speed change. The percentage of rendered video is displayed. Remember, if you cancel the render, Final Cut Pro remembers the percentage you have actually rendered. The unrendered red line disappears.
- 15** Navigate to the rest of the video clips listed in your imported folder in the Browser window. Select a clip and double-click it to move it to the Viewer window. Set your In and Out points if you need to trim the clip.
- 16** Choose Insert Tracks from the Sequence menu.
- 17** Add three additional video tracks for a total of five video tracks. Click OK.

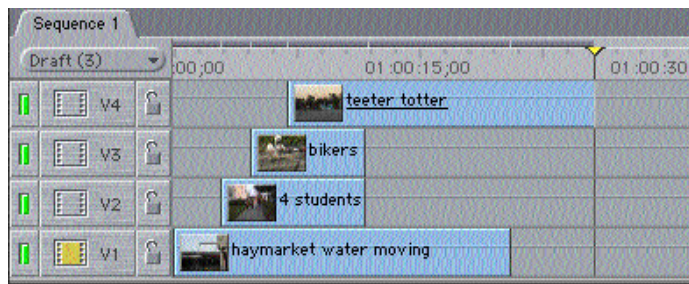
Note: You may need to position the pointer on the dividing line between the video tracks and the audio tracks and drag down for a larger viewing area.

- 18** Drag the clip to the Timeline this time instead of directly to the Canvas. When dragging to the Timeline, place the clip in the Video 2 (V2) track about one-fourth of the way from the beginning of the background track inserted earlier. Hold down the Option key and delete the audio tracks to all of the inserted clips. You will notice that when “scrubbing” or dragging the playhead, the V2 track will play on top or over the Video 1 (V1) track.

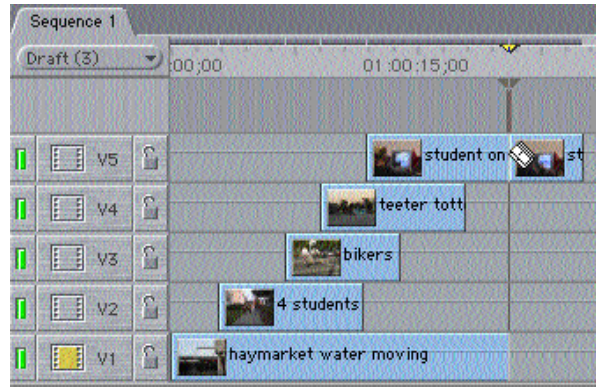


Viewing Adjustment Bar

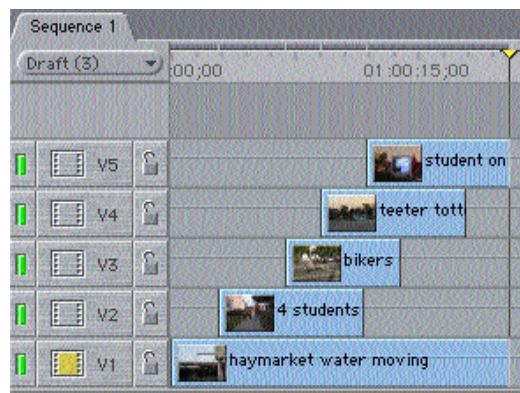
- 19** Continue to double-click clips in the Browser window. Set the In and Out points and drag them down to the Timeline and place them on successive video tracks. The next clip should be placed on Video 3, the next on Video 4, and the last on Video 5.
- 20** Stagger each of the clips so they enter at different times but do not exceed the length of the baseline clip. Also, continue to delete the audio clips by holding down the Option key.



- 21** If you need to trim clips in the Timeline to keep them from overlapping the baseline clip, use the Razor Blade tool on the Tool palette. (If the Tool palette is not visible, choose Tools from the Window menu.) Place the playhead so it lines up at the end of the baseline or V1 clip and razor cut any other clips that exceed the length of the baseline clip. (Refer to the Step-by-Step Card “Final Cut Pro: Importing and Editing Audio Files” for more information about using the Razor Blade tool.)



- 22** Once you have razor cut the excess, change your tool to the pointer tool, click the excess to select it, and then press Delete. All of your clips should now be staggered and the last clip entered, V5, should end at the same time as the baseline clip, V1.

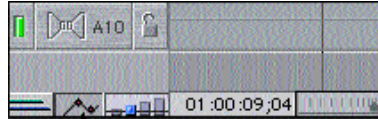


Because each video layer lies on top of another layer, the layer with the higher number will play at the same time and on top of video layers below. V5 will play over V4, V3, V2, and V1.

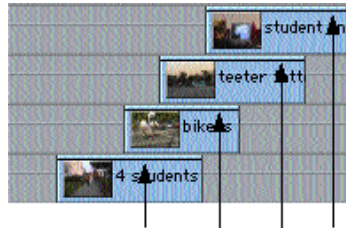
Changing opacity levels, size and position

To be able to see each clip play on top of the background clip, you need to adjust the opacity of the viewing level. This means that you can determine how “visible” a video clip is on top of or behind another clip. You can also set a clip’s visible “fade in” or “fade out” points using markers on the Clip Overlay line.

- 1 Click the Clip Overlay button on the Timeline.

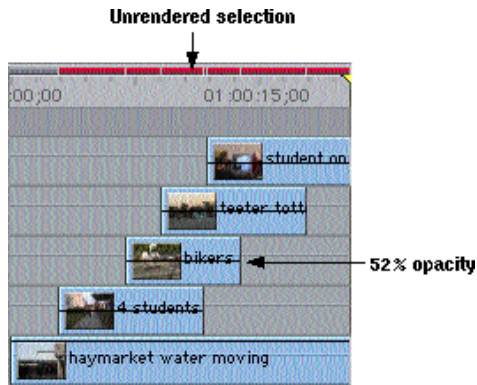


Clip Overlay



Clip Overlay line

- 2 Position the pointer on the Clip Overlay line and drag to decrease the clip’s opacity. (Note: the pointer changes to a small arrow with double bars.) The further you drag, the closer the clip moves toward transparency.
- 3 Drag to decrease the opacity to the viewing level you want for all of the clips. You can scrub the playhead to view your level. The last video track, V5, overlaps the baseline layer, but you will also be able to partially see through track V5.



- 4 Choose Render Selection from the Sequence menu to render your changes.



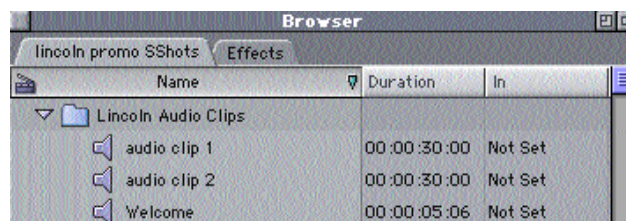
- 5 After rendering, place the playhead at the beginning and press the Space bar. This plays the clips. You should be able to see multiple video clips playing on top of the baseline clip. There are no transitions (you can add them if you like), but each clip moves from one to the next.

Editing multiple audio tracks

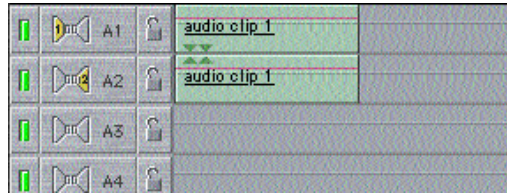
When working with multiple audio tracks, you will notice many similarities to working with video tracks. This exercise assumes you have a folder saved on your hard disk with multiple audio files. For these steps, you will be using three audio clips. Audio Clip 1 is a short sound clip from a CD, Audio Clip 2 is a sound clip created by voice using the computer's internal or external microphone, and Audio Clip 3 is another short CD sound clip.

- 1 If you have previously created a folder with sound files, refer to steps 2–4 in “Importing a Folder’s Contents” earlier in the Step-by-Step Card, and repeat the steps for your audio folder. If you have not created any audio files or need to learn how, refer to the Step-by-Step Card “Final Cut Pro: Importing and Editing Audio Files.”

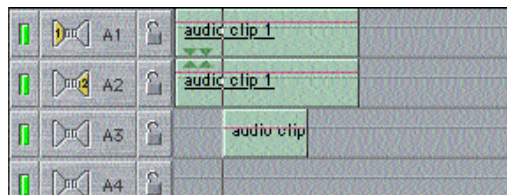
After importing your audio folder, you should have a folder with three audio files.



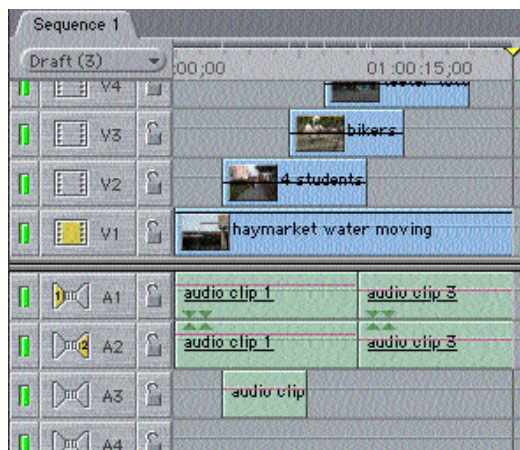
- 2 Select the audio file that was created from a CD. This will serve as your introduction file. Drag it directly to the Timeline on top of the A1 track. Because this is from a CD, it has probably been saved as a stereo file so you should see multiple tracks. A1 is the left speaker and A2 is the right speaker.



- 3 In the Timeline window, drag the playhead to the point in the sequence where you want the voice overlay (Audio 2) to begin. If this is not done prior to inserting the next audio track, you will split both the audio and video tracks, leaving a gap in the sequence. Once you have positioned the playhead, drag the Audio 2 file to Audio track 3 (A3) and place the track to match the beginning of the playhead. This will be a mono audio file so the track will only exist on A3.



- 4 Drag the Audio 3 file (CD audio file) back on to Track A1 and add it to the end of Audio 1. When finished, the sequence will begin with an audio CD file, Audio 1, and while playing will also incorporate the voiceover, Audio 2, and will switch to the next audio CD file, Audio 3. You may want to use the Razor Blade tool to cut some of the Audio 3 file so it ends at the same time the video tracks end.



- 5 Save your file for use in the Step-by-Step Card, “Final Cut Pro: Adding Special Effects and Filters.”