Hello!
This tutorial is designed to familiarize you with the basics of the powerful non-linear video editing software Final Cut Pro X. You can find the software on mac labs across campus, but check the website for confirmation before going. On my website are three video files we’ll be using to demonstrate the basic commands. Download these and then import them into a new project.

The files are located here:

http://www.lucidbard.com/vid1.mp4 (Gameplay Footage of Game)
http://www.lucidbard.com/vid2.mov (Gameplay Footage of Player)
http://www.lucidbard.com/vid3.mov (The Interview)

**Step 1: Setting up a project**
The first step is to create a Final Cut Pro project. We are going to have identical settings, so you will only need to send in the project file itself (not the source files). As for the game demos, you’ll be setting up a project to render at HD resolution. You’ll usually have the video files on an SD card, and you can import them from the SD card as an “event”. You can set the default event in the new project dialogue. Name your project as your first and last name.

Create a new event in the event library. You would then normally import from a camera (treating the SD card as a camera). For now though you can drag the video files here.

You can then drag each of them onto the timeline.
Step 2: Segmenting
Now we’re going to segment the video based on scenes and “blade” them (using ‘b’). This helps to make editing easier and see where the cuts are, and will be your first edit. I’m going to put the interview (vid3) on the main timeline, with the other two videos on their own timelines. Below is the result:

You can scrub along the timeline to find the different “cuts” where the camera was switched on or off. Because all three are continuous, we’re more interested in just finding “bytes” of video that we want to cut together. After I stop talking, blade the main (vid3) track so that it divides into just answers.

Set the edit position by clicking on a clip, then you can blade that position (Command B). Delete my voice, and repeat for the remaining questions. You can choose to trim the beginning or ending as befits the narrative you want to tell, or rearrange them by dragging.

Step 3: Syncing
If we had used the clapper, we’d have a cue on the audio to make sure the gameplay video and the player video could be precisely mapped. This helps in interconnecting. In this part of the tutorial, choose segments of those videos as we did in class to cut between. I like to have the video which appears least frequently on top (the gameplay footage). Once the videos are synced up, you can just delete segments to show the video on a lower layer, while maintaining the time sync.
**Step 4: Picture in a Picture**
To achieve a picture in a picture effect, you need to transform one of the video objects to be smaller than the picture underneath. The transform widget looks like this:

![Transform Widget](image)

After clicking it (when the appropriate clip is selected), you’ll see transform handles. These will apply to the clip throughout its timeline unless you set a keyframe using the diamond in the upper left hand corner. Have at least one section where there is a picture in a picture in your project. You’ll also want to clip it (as the gameplay footage has a black border).

And that’s pretty much it! Add a title frame to the front of your movie and credits to the end using the panel on the right (drag and drop).