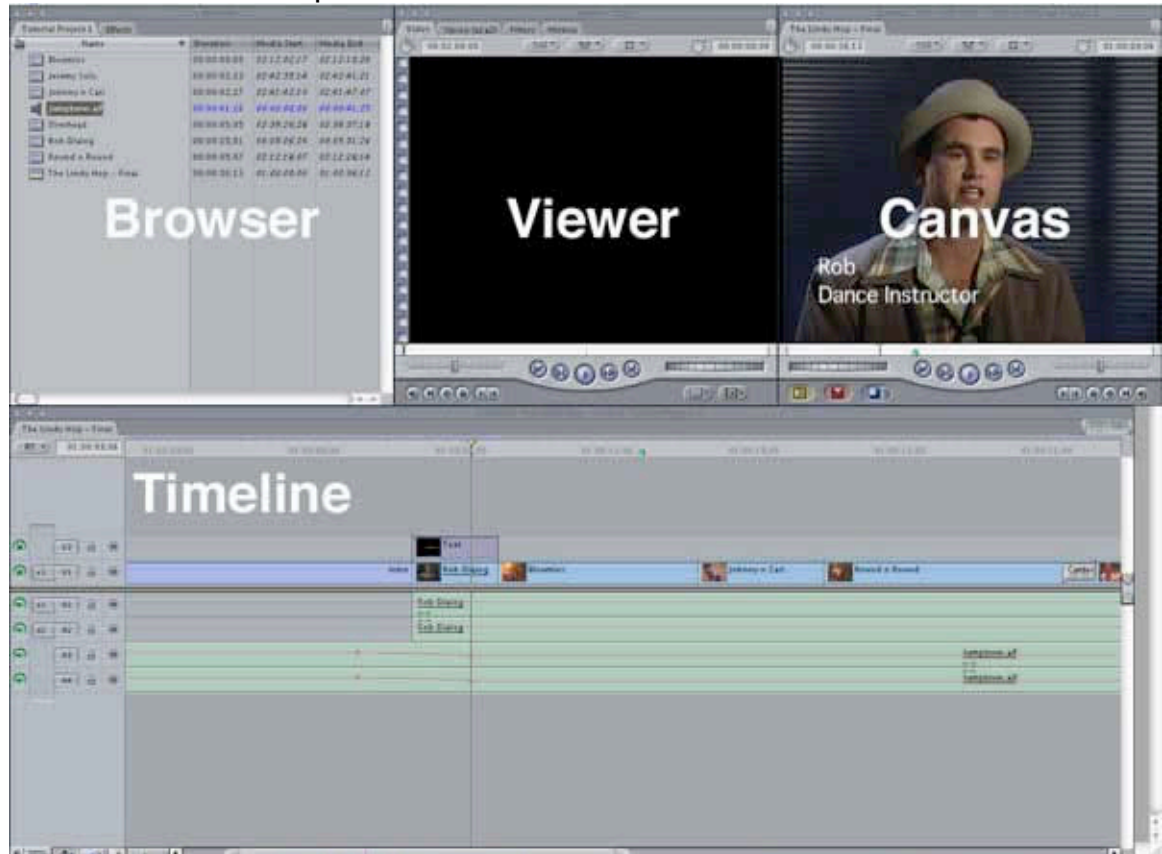


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1. Be able to name and explain each of the four main areas on the FCP interface.



2. Describe what the settings are for DV NTSC footage and video principles.
 - What does NTSC stand for?
 - What is NTSC non-drop frames per seconds?
 - What is NTSC drop frames per seconds?
 - How many fields to a frame?
 - How many lines of resolution are there for NTSC?
 - What is interlaced scan?
 - What is progressive scan?
 - What is the pixel resolution for NTSC?
3. Describe the steps you follow to set up a new project and set the scratch disc.
 - Select File > New Project (notice the Tab in the Browser)
 - Select File > Save Project As
 - In the dialog box that appears, navigate to the hard disk where you will keep your project, including your media files.
 - Click the New Folder button and name your project folder. (Everything having to do with this project will be going into this folder.)
 - Click Create
 - Put in the name of the project in the "Save As" field.

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- Click Save
 - You have started the initial set up for your project. Now you need to establish a place to store the files you create from capturing video from your DV tape.
 - Select Final Cut Pro > System Settings
 - Make sure the Scratch Disks tab is active
 - Click the top "Set" button
 - Navigate to your project folder
 - Click Choose
 - Click OK
4. Describe how to do the following (all the steps):
- Bring a clip from the Browser to the Timeline using the Viewer and Canvas.
 - Apply a transition (describe handles and the actual steps to create one)
 - Apply a blending mode to a clip
 - Apply a filter to a clip
 - Create a title so that you can see the title in the Viewer and the Canvas and sample the color for the text from the video on a track below
 - Create a J and L cut
5. Define the following terms:
- **Insert Editing** - Places the selected video or audio so that everything after the insertion point, on any unlocked track, is shifted forward in time. F9
 - **Overwrite Editing** - Replaces the current video or audio of equal length on the selected tracks with the selected video or audio. F10
 - **Lift** - Lift removes a range of frames from the Timeline, leaving a gap. You select the frames you want to remove by setting In and Out points in the Canvas or Timeline.



- **Ripple Delete** - Ripple delete removes the frames from the Timeline and closes the gap.



One-Sided Trimming

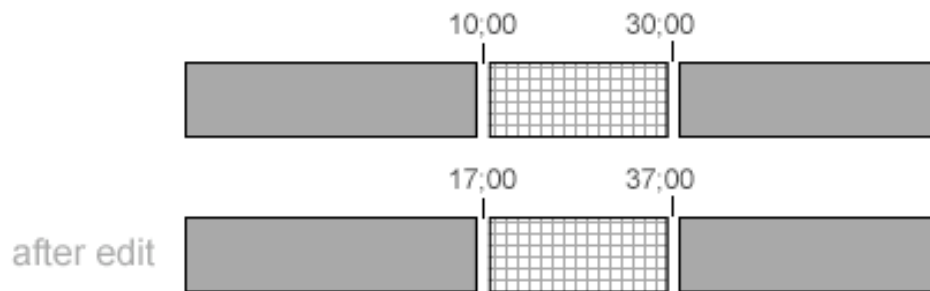
- **Ripple Edit** - Ripple ending is similar to Insert editing. The overall duration of a sequence is affected by moving the In or Out point of a clip. Ripple editing lengthens or shortens the In-Out point of a clip as it is edited into a

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sequence, without affecting the duration of any other clips or affecting any gaps in the sequence. Another way to create a ripple is to select a clip and control click and select duration. Then change the duration and you create a ripple.

Two-Sided Trimming

- **Rolling Edit** - Rolling edit is similar to overwrite. The Roll tool is just to the left of the Ripple tool. The Rolling edit moves the Out point of one clip and the In point of the clip next to it. The overall duration of the sequence is not affected but the location of the edit between two clips is changed.
- **Slip** - The clips' position and duration are unchanged in the Timeline. The portion of the clip's media In and Out are changed. The Slip tool allows you to move a clip's In and Out points simultaneously.



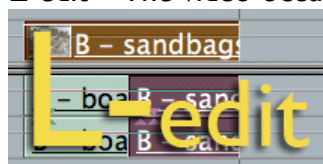
- **Slide** - The Slide tool is next to the Slip tool. The slide edit allows you to move a clip's position in the Timeline between two others without creating a gap. The content of the clip does not change; only its position in the Timeline changes. When you slide a clip, the adjacent clips on either side get longer and shorter to fill any gaps that would normally be created. The sequence's duration is unchanged.



- **Superimpose** - Edits the clip in the Viewer into a track above the sequence clip at the play head.
- **J-edit** - The audio edit occurs before the video.



- **L-edit** - The video occurs before the audio.



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