



3D Animation/Video

Capturing Video to Final Cut Express

In this lesson you will learn how to capture your video to Final Cut Express, organize your video clips, and name them so that you can easily find your clips and work with them. There will be some short video demos available on the “PHSPhoto” in a folder called “Final Cut Demos”. You may use these videos if you are not understanding what to do from the instructions in this lesson. The demo names are identified by brackets around the name and in **Bold** print. Example: [**demo**]

Connecting to the Firewire:

The cameras that we use have a cord that connects to the Firewire connection that is on the front of the G5's. You will need to check out a video camera and the correct Firewire cable. Connect the large end of the Firewire cable to the corresponding port on the front of your computer. The small end plugs into the similar shaped port on the camera. Make sure your video tape is in the camera and turn the camera on to the playback setting (VCR). Then start up Final Cut Express HD and the program should locate the camera. If a warning comes up saying that there is not a device connect, the program couldn't find the camera and you need to make sure your connections are secure and the camera is turned on to the correct setting.

Fig. #1 Capture...

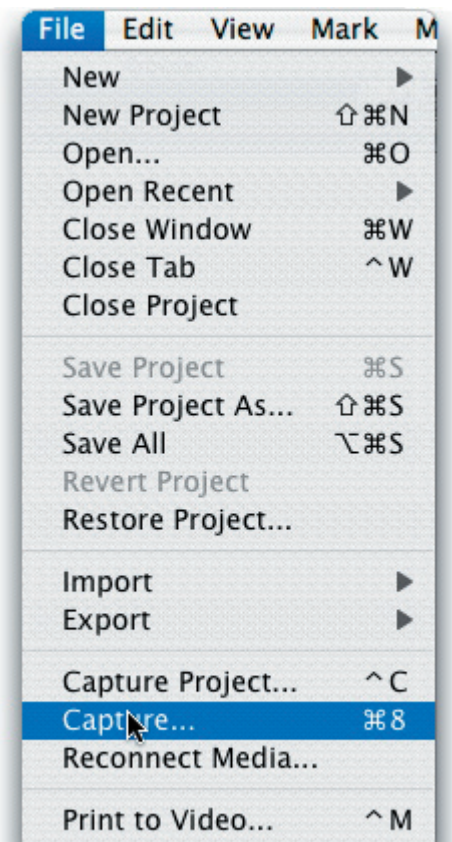
Using the Capture Interface:

To “Capture” video go to File>Capture... See Fig. #1.

[**CaptureMovie.mov**] A window will open that has different color bars on it. See Fig. #2 on the next page.

The Capture window has buttons to be able to run the camera from the computer. Notice that there are Play and Stop buttons as part of the interface. These are circled with a white circle on Fig. #2. If you mouse over and leave the cursor on one of the buttons it will tell you which button it is.

Press the play button to make the video play in the “Capture” window. The “Stop” button, of course, stops the video playing. There are two other buttons that are important for your capturing. One is the “Rewind” button and the other is the “Fast Forward” button. These buttons work the same as the corresponding buttons on the camera or a VCR. Now let's do some capturing.



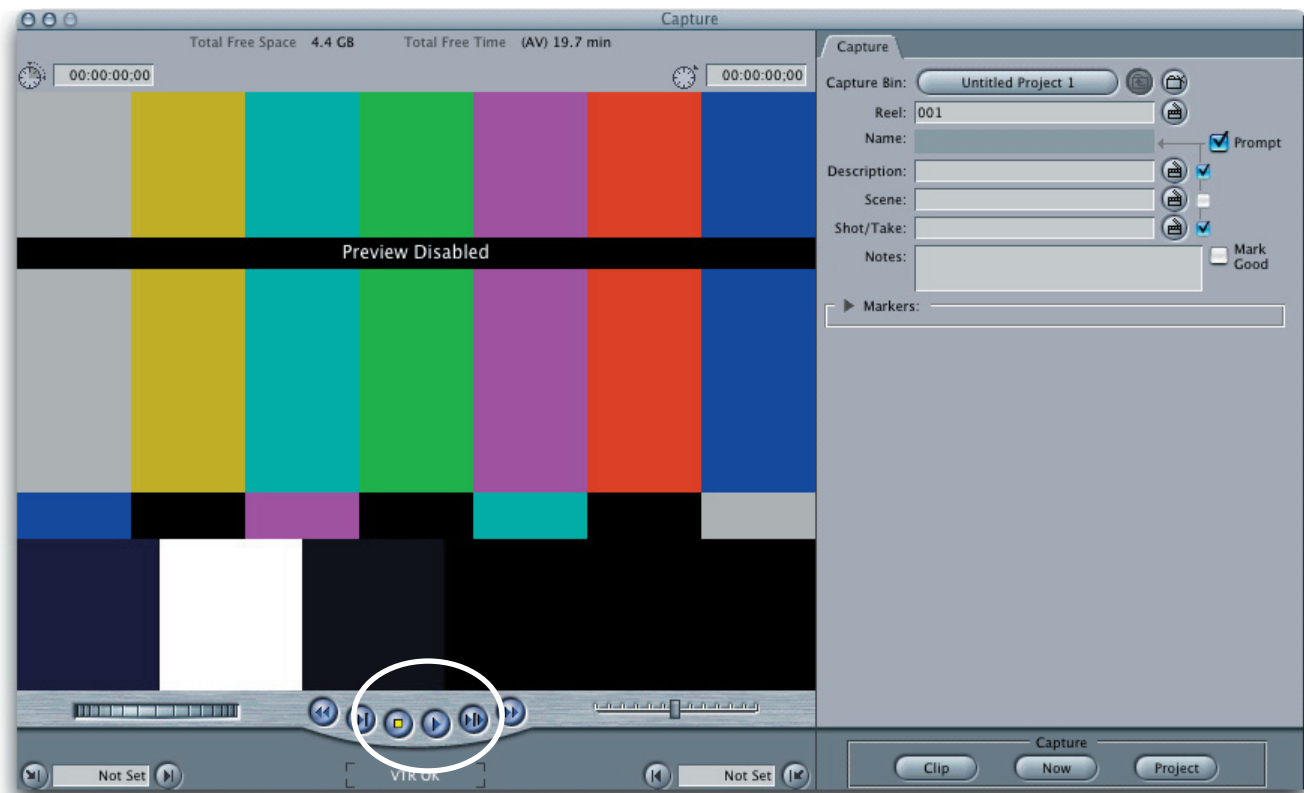


Fig. #2 Capture window

Capturing Video: These instructions assume that you have already plugged in the camera. If you haven't done so, you need to do that before you continue.

1. Use the "Rewind" and "Fast Forward" buttons on either the camera or in the "Capture" window to locate your starting place that you want to capture. You will need to start about 10 seconds before the actual starting area.
2. Press the "Play" button to start the video and then the "Now" button in the lower right of the "Capture" window. A window will open up that will show what you are capturing. See the movie called [**Capturing.mov**] to see what this is like.
3. When the movie gets to the end of the part that you want to "Capture" you can press the "ESC" key and the capture will be completed.
4. A little preview picture will show up in the upper left window that's called the "Browser". It will look like the image in Fig. #3. This completes the capture, but we need to organize our clips.

Fig. 3 Clip Preview

Organizing the Clips: It would be good to organize your clips into folders that correspond to scenes.

1. Create a folder for your scene by right clicking on the "Browser" window and going to "New Folder". A new folder will show up in the "Browser" window.
2. Rename the folder by left clicking once on the current name (untitled) and change the name of the clip that you just did by doing the same thing. [**name movie.mov**]
3. Drag and drop the clip into the folder that is the one for its scene. Make a folder for each separate scene that you have in your movie. Continue to "Capture" the other clips and organize them into folders.

