



3D Animation/Video

Using the Timeline

In this lesson you will learn how to use the Timeline to create your video. There will be some short video demos available on the “Photoserver” 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**]

The Timeline:

The cameras that we use have a cord that connects to the Firewire connection that is on the front of the Timeline is the location where we will build our video. The Timeline looks like are area that you see in Fig. #1.

Moving Clips to the Timeline:

To move a clip to the timeline you use the Selection Tool (See Fig. #2) to click, then drag & drop the clip onto the timeline. [**Clip to Timeline.mov**]. You should see the video in the Video Track and most likely two Audio (Stereo) in the Audio track area. Normally there is only one or two Video tracks and two or four Audio tracks to start with. To add another

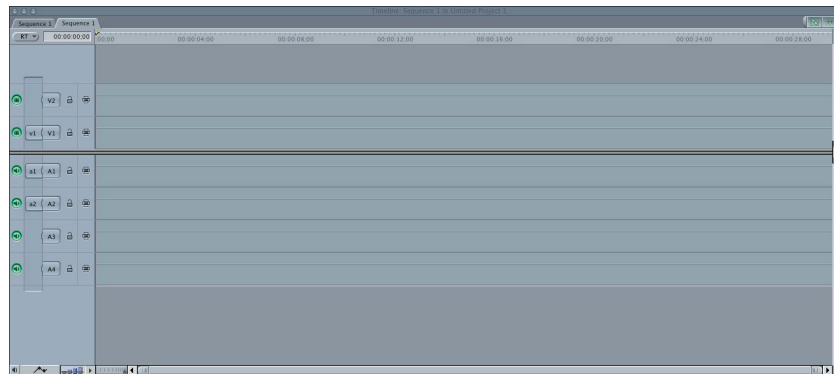


Fig. #1 Timeline

track do a right click on the area above the Video track and click on “Add Track” (See Fig. #3.) Go ahead and add another track to your project. You should see another track show up. Add an Audio track the same way, but below the Audio tracks. After you have added an Audio and Video track do a **Screen Shot** to be turned in later.

Fig.2 Tool Bar

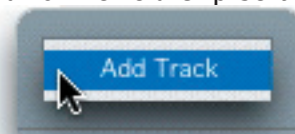


Moving Clips:

The Clips can be moved around and even placed on different tracks by clicking the clip in the Timeline and dragging it where you wish it do go. [**Moving Clips.mov**] By moving the clip up and down you can move the clip to another track. The program is designed so that you will see the clip that’s highest up in your movie. Therefore if you have one clip on top of another clip, the one on top will be seen. Go ahead and move a clip so that it is above another on a different track and take a **Screen Shot**.

Playing the Movie:

Fig. #3 Add Track



You will want to play your movie now and then to see what it is looking like. To play it you will move the yellow arrow to the spot that you want to start the viewing and then click on the “Play” in the “Canvas” window or use the space bar. You should see your

video play in the “Canvas” window [**Playing the Sequence.mov**].

Cropping the Clip:

Most likely you will not want to use the whole clip. You may need to crop off some at either end of the clip to have only what you want for your video. This can be done by taking the Selection Tool and placing it at either end of the clip. You will see the Selection Tool change the way it looks. When it changes, click and drag in towards the clip and you will see the clip shrink in length. Move it as far as you need to get rid of the excess part of the clip. [**Cropping a clip.mov**]. **Do a screen shot of this.**

Cutting the Clip:

Sometimes you will want to cut out parts of a clip that are not on the ends of the clip. We will use the Razor Blade tool to do this. The Razor Blade tool is located in the Tool Bar and looks like a razor blade. Locate an area within the clip that you would like to cut out and put the yellow arrow there. Then click on the Razor Blade tool and take it to the line where the yellow arrow is and click on the line. You should see a new segment of the clip. Move the yellow arrow to the end of the area that you want to cut out and repeat the process. Now you should have 3 different segments of the clip. Click on the one you want to get rid of and then push the “Delete” key. That segment should disappear and no longer be a part of your video. [**Cutting a clip.mov**] (**Do a screen shot showing a gap between two segments**). Now you can move the segments so that they are touching again so your video doesn’t have any empty spots.

Using Timeline Controls: Tracks of the time line may be turned off so that it will not be seen or heard. For example you may not want to have the audio portion of a video heard. You can turn those tracks off so that we will see the video, but not hear the audio. On the left side of the Timeline there are some buttons that will do various functions. Look at Fig. #4 and mouse over the buttons that you see there and you will see what each button is for. The green buttons toggle the track off and on. Turn off a track or two and do a **Screen Shot**. The buttons that look like pad locks are for locking and unlocking the track. Locking the track will prevent any changes to that track. Notice the timer at the top of Fig. #4. This timer helps to note the time where the yellow arrow is placed.



Fig. #4 Timeline Controls