

 **EDITING BASICS****Setting Up Your Project**

In **Final Cut Pro**, project setup is accomplished by specifying a scratch disk for your project. A scratch disk is essentially a hard disk where Final Cut Pro will store captured video and audio, and rendered media files. After setting your scratch disks, you can create a project. Set your project sequence according to the codec your video files were shot in.

In **Adobe Premiere Pro CS5**, you will immediately be asked to create a new sequence. Sequence settings are important as they can change the way Premiere Pro displays your video and audio. Set your sequence according to the codec your video files were shot in.

A codec determines how your footage is compressed. Some codecs are better for editing than others (e.g. Apple Pro-Res is preferred in Final Cut Pro versus H.264).

The **resolution** of the video you're editing (e.g. standard definition is generally 640x480 or 640x460, and high definition is generally 1280x720 or 1920x1080).

The **frame rate** is the rate at which the video is recorded determined by the number of frames per second (24fps, 29.97fps, etc.)

Capturing/Importing Your Footage

If your camera uses tapes, you'll need to use the **Log and Capture** method. Log and Capture involves hooking up your camera to your computer, playing the tape, and logging the in and out points for each clip you want to create. Once you've logged all your clips, you tell the video editing software to import them and you can watch your camera automatically import everything.

If you're using a card-based camera, you'll want to import footage using a **Log and Transfer** method. In Final Cut Pro you do this by bringing up a panel similar to the Log and Capture panel, but you'll see clips showing up on your card.

Editing and Adding Transitions

Once the footage has been imported, you may begin editing. Drag the video and audio onto the timeline in the order you want it. If you want to add effects, you need to shorten your footage a little bit where the transition is going to happen so it has a little excess footage to use for that transition. This is kind of difficult to explain and much easier to see, so check out the video for a look at how to apply different transitions in both Final Cut Pro and Premiere Pro CS5.

Exporting Your Edit

In Final Cut Pro and Premiere Pro CS5 you go to File -> Export to see your options. In Final Cut Pro you choose either "Quicktime Movie" or "Using Quicktime Conversion." The Quicktime Movie option will let you export a source file that's basically the same as your edit. This is great if you want to use another application to compress your video into various formats. If you want to make a compressed version directly from Final Cut Pro, the Using Quicktime Conversion is probably what you'll want (or you'll want to send the video to Compressor). This will let you encode the file into any format supported by Quicktime.

In Premiere Pro CS5, you only have one main option: Media. Choose that and you'll get an excellent export window that'll even let you preview all your exporting options. Premiere's media export is like Final Cut Pro's options combined into one window that gives you even more options. You choose the format you want and export your file.