

Final Cut Pro 6 Stop Frame Animation Workshop

<http://www.cla.purdue.edu/vpa/etb/>

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Required software/supplies for this workshop:

Description	
Apple Final Cut Pro http://www.apple.com/finalcutstudio/finalcutpro/	
Sequence of still images, scaled to 720x480 pixels using the Batch Processing in Adobe Pphotoshop CS3 workshop	

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Final Cut Pro

For all question related to Final Cut Pro that we cannot address in class please consult the excellent Final Cut Pro User Manual:

Help > Final Cut Pro User Manual

Create an empty folder in your home directory and use it for all the files related to your project work in Final Cut Pro.

User Interface

(see also p.43 in the Final Cut Pro User Manual)

Viewer: Used to preview and prepare source clips for editing, as well as adjust filter and motion parameters to clips.

Browser: This is where you organize the media in your project.

Canvas: Allows you to view your edited sequence, as well as perform a variety of editing functions. Works in parallel with the Timeline.

Timeline: This displays sequences.

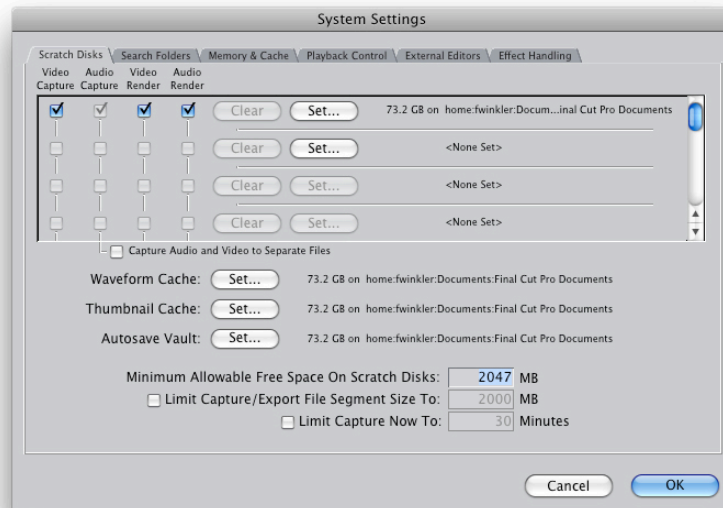
Audio meters: These floating meters let you monitor audio levels.

Tool palette: This contains tools for selecting, navigating, performing edits, and manipulating items.

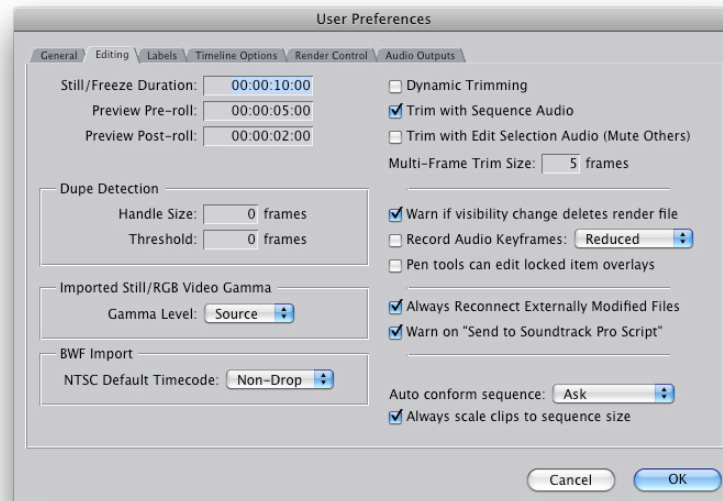
Set Your Scratch Disks

The Scratch Disk is the location of your hard drive where Final Cut Pro saves all digitized video files and render files (audio and video). For simplicity it should reside in your project folder that you created for your project work in Final Cut Pro.

Go to Final Cut Pro > System Settings



Next we'll have to set the default duration for each imported still image in Final Cut Pro. Go to Final Cut Pro > User Preferences ("Edit" tab).



If you have planned on using 15 frames per second for your animation, enter 00:00:00:02 in the box next to Still/Freeze Duration.

Even though you haven't really done anything in your Final Cut Pro project yet, it is a good time to save your project now already. This ensures that the auto save function can save your project automatically at given time intervals.

`File > Save Project As...`

It is a good idea to save your project along with all the still images and other media in one folder (the one that you created in the beginning of this tutorial), so that you keep all of these files together.

Now you can go to `File > Import Folder` and select the folder with your scaled files.

After importing the folder it will also show up in your browser window as a folder.

Just drag and drop the whole folder to your timeline, given that all the images in the folder are already in the right sequence.

You can then drag this sequence into another sequence (use the `File > New > Sequence` command first) to be able to control all the individual frames like an independent clip, for example to slow down or speed up the frame rate (select the clip in the timeline and go to `Modify > Speed` - make sure to enable frame blending for speeds slower than 100%). You will also need to render the results of this command in order to see a real time preview of your animation. Go to `Sequence > Render All > Both`

Now you can play back your animation at a new speed.



Splitting Tracks

If you would like to delete audio tracks from their associated video tracks simply select the video and audio tracks, go to `Modify > Link` and uncheck it. Deselect the tracks and then select the tracks that you would like to delete individually and press delete on your keyboard.

Please also see: pp. 329 – 332 in the Final Cut Pro User Manual for the following topics:

- Converting a Numbered Image Sequence into a Quicktime Movie
- Importing a Numbered Image Sequence into Final Cut Pro
- Making Movies from Still Images

Exporting the Final Quicktime Movie

After you are happy with your stop frame animation and after previewing it in the Canvas window, make sure the sequence/timeline window is selected, then go to: **Export > Quicktime Movie...** and make sure to have the **Make Movie Standalone** option checked in the menu window that appears. Save the file with the ending **.mov** in a folder where you can easily find it again.