

Final Cut Pro 4.0 to DVD Studio Pro 2.0 Beginners Guide

Part 1. Importing Video with Final Cut Pro 4

Make sure the Sony Mini DV deck is connected via firewire using the grey colored firewire/usb2 hub located on the right side of the G4 computer before launching Final Cut Pro. (*Note: Do not plug in any external devices into the back of the G4 computer unless authorized*)

Setting up your Project Folder

1. From **the Desktop**, double click on **Storage 3/DMA STUDENTS**
2. **Create a Folder:** Go **File>New Folder** to Create a folder with your first and last name ex. *Joe Smith*. This will be your project folder.

Launch Final Cut Pro by clicking on its Slate icon on the left end of the dock.

1. **Close any open projects.** Look at the grey **Tabs** (near the top of the screen) in the **Browser** window and select the project. To close a project: Go **File>Close Project**.

Setting up your Project

1. Go **File>New Project:** Choose **DV NTSC 48khz** and click OK.
2. Go **File>Final Cut Pro>System Settings:** Under the Scratch Disk Tab, click the set button and choose **Storage 3/DMA STUDENTS/Your Name**, then click OK.
3. **Save Project:** Go **File>Save Project As:** Name your Project then choose **Storage 3/DMA STUDENTS/Your Name**, then click OK .

Log and Capture Window

1. Go **File>Log and Capture** to launch the Capture Window.
2. **Transport Controls:** Use the transport controls to locate your in and out points.
3. **Mark IN Point:** Set the IN point pressing “i” on your keyboard or clicking in the IN point icon located in the lower left corner of the capture window.
4. **Mark OUT Point:** Set the OUT point pressing “o” on your keyboard or clicking in the OUT point icon located in the lower right corner of the capture window.
5. **Capture Video/Audio Clip:** Capture the clip by pressing the **Clip** button located at the lower right hand corner of the capture window. The Log Clip window will appear.
6. **Name Your Clip:** Enter the “**name of your clip**” and click **OK**. *The capture process will now begin.*
7. When done importing, **Close the Log and Capture window**. The clip will now appear in the Project Bin.
8. Eject your tape and power down the Sony Mini-DV Deck.

Export to MPEG-2 format using QT Conversion (*Note: FCP version 4.5 and above use Compressor*)

1. **Drag Clip to the Timeline:** Select your clip from the Project Window and drag it onto the Timeline.
2. **Slide the Clip to the Beginning of the Timeline.**
3. **Trim Clip;** Scrub through the clip using the playback head (Yellow Arrow on the timeline), then place the mouse near the end of the clip. The cursor will change icons indicating the trim tool. Click and drag inwards to trim excess video.
4. **Play back your file** and look for any drops outs or problem issues.

Export MPEG File

1. Export to MPEG-2: Go **File>Export>Using Quicktime Conversion**.
2. **Name your project** in the **Save As** field such as “Lisa_PSA” .
3. Save Menu: Choose **Storage 3** from the “**Where**” pulldown. Double click on the DMA Students folder.
4. Change the “**Format**” pulldown to **MPEG2**. Leave the “**Use**” pulldown on the **Default Settings**.
5. Click on **Options** and use the settings below to adjust the quality of the encode.

MPEG Options: Use the following settings as a guide for encoding your video. You may have to tweek the settings in some cases. *Note: High Quality encodes will double or triple your encoding times.*

High Quality: These settings are for Action or fast movement video.

Video Tab: Vides System:NTSC, Drop Frame:Checked, Aspect Ratio TV= 4:3 or Widescreen 16x9, Field Order:Auto, Export Audio:Checked, Create Log File:Unchecked, Write Parsing Info:Checked

Quality Tab: Two Pass VBR, Target Bitrate 5.1, Max Bitrate 7.0, Motion Estimation Best

Low Quality: These settings are for slow movement video.

Video Tab: Vides System:NTSC, Drop Frame:Checked, Aspect Ratio TV= 4:3 or Widescreen 16x9, Field Order:Auto, Export Audio:Checked, Create Log File:Unchecked, Write Parsing Info:Checked

Quality Tab: One Pass VBR, Target Bitrate: 4.0, Max Bitrate: 5.1, Motion Estimation: Better

6. **Click OK** when finished.
7. **Click Save Button** to encode your files. A Progress window will appear. (*Note; you can click the arrow to view the encode frame by frame*).

Verify that you now have two encoded files in your folder: a **.m2v** (*video*) and a **.aif** (*audio*).

1. **Go Final Cut Pro>Hide Final Cut Pro.**
2. **View Files:** Double Click Storage 3/DMA STUDENTS/**YOUR NAME** to verify the encoded files are there.
3. **Launch Final Cut Pro.** Drag the mouse over the dock and launch Final Cut Pro again.
4. **Quit Final Cut Pro:** Go **Final Cut Pro>Quit Final Cut Pro.**

Part 2. Burning a DVD with DVD Studio Pro 2

Now that your file has been encoded, you will see two files in your folder. The first file is a .M2V (this is the MPEG file without audio) and a .AIFF (this is an audio file). These files are necessary to complete the DVD authoring process. (*Note: This tutorial utilizes the sample DVD Studio templates located in the Templates window – Window Top>Right Side>Palette Icon*)

Launch DVD Studio 2

1. **Launch DVD Studio Pro 2.0:** Click once on the **DVD Studio Pro icon** located on the dock next to the Mac face Icon.

Name Changes in the Outline Window

1. **Name the DVD DISK:** Click once on **“UNTITLED_DISC”** and change the name using the **Track Inspector Window** (*located on the lower right side of the screen*). Note: Upper Case only and no spaces.
2. **Name the Track:** Click once on **“Track 1”** in the Outline Window in the upper left corner and change the name using the **Track Inspector Window** in the lower right. Use a name that will identify the video clip.
3. **Import Assets:** Click the **Import button** in the **Assets Window** (bottom left window) and import the .m2v and .aif files. From Pulldown menu – Go Storage 3/DMA STUDENTS/**YOUR NAME**.
4. **Select the Files:** Shift click the .M2V and .AIF and click import. The two files will now appear in the Assets window

Customizing a Template

Naming Buttons and Titles

1. **Palette Window>Templates Tab>Apple** – Choose a template “Filmstrip Cover” by double clicking. The template will appear in the menu window located in the **upper right** corner.
2. **Choose a Template:** Double on the **“Theater Interior”** template to launch it in the **Menu Window**.
3. **Name your buttons:** Click on **button 1**, wait for the button to highlight, then click one more time and it will turn blue. Now you can name it. Continue naming buttons and when finished delete the rest by selecting and hitting Delete. *Note: Use this same process to rename Titles and Tag lines.*
4. **Adjust the button to a better position** by clicking on it and moving it.

Adding Files to the Drop Zone

1. **Drop files into the Drop Zone:** Drag and Hold the .M2V file from the Assets Window over the middle of the curtains on the Stage and hold until the sub menu appears.
2. **Go Sub Menu>Set Asset.**
3. **Click once on the Drop Zone Area** and the inspector will bring up the **drop zone properties**.

4. **Start Frame:** Adjust the Slider to find a desired position for showing the .M2V clip. If you want a still frame, click the **Motion checkbox** off.

Note: This template has two Drop Zones (We only used one)– follow the “Adding Files to the Drop Zone” steps above to add content to the Drop Zone labeled “Content Here 1” or leave it blank.

Assigning Tracks to Buttons

1. **Shift-Click** the .M2V and .AIFF files located in the **Assets Window**.
2. Drag both files from the **Assets Window on top of button 1 and hold**. A sub menu will appear. Choose **“Create Track”** from the options. *(You will notice that Track 1 is now the name of the .M2V file).*

Check your DVD with the Simulator

1. Click on the **Simulator** icon located at the **top of the main menu** window.
2. Test out your DVD by clicking on the buttons.
3. Close the simulator by clicking the little circular button located in the upper left corner of the **simulator window (it’s a small X) or press apple:w**.

Build and Format your DVD

1. Click the **Build/Format** icon *(two icons left of the simulator)*.
2. Leave the default settings.
3. Click the **Build and Burn** button in the lower left of the window.
4. Insert a blank DVD-R disk when prompted.

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