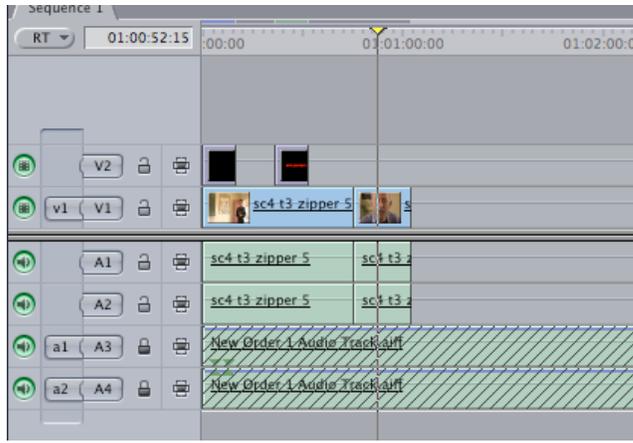## Part 11 - FCP Basic Editing Techniques – Music Clip

Music film clips

You will probably want to put your music sound track onto tracks 3 and 4 so you can mix in 'atmosphere' sound from your video sound on tracks 1 and 2, or using tracks 1 & 2 to synch up your video clips to the music track.

To do this simply drag the **a1** source tab next to the **A3** track and the **a2** source tab to the **A4** track, making sure they are <u>not separated</u> by a space.

Now in the browser window find the beginning of the sound track and press the **I** key to make an in point. Press the red **overwrite** button and your sound track will appear on tracks 3 & 4.

A good thing to do now is to lock tracks 3 & 4 so the sound track cannot be moved or overwritten with other clips. To do this simply click on the lock icon next to A3 and click it on for each track. The track will dim and have stripes on it now it is locked. Remember to put the a1 & a2 source buttons back to A1 & A2, so you can put sound onto tracks 1 & 2 again.

If you want to mute any sound tracks after synching your clips to the music, just click on the green button to the left of the track. The track will dim when muted. Click the button again to un-mute the sound track.

Synching up your video to the sound track

If your artist was miming in time to the music track you can synch up the video to the sound track. Find a part you recognize in the song like a snare drum. Using the left and right arrows find the first audible sound from the snare and make an **in** point. Make an **in** point at the same place on the film clip in the browser. Now using the red overwrite button place it onto the timeline. To check if you got the synch point right, mute the audio tracks 2 & 3. Now listening through headphones the left channel will be the video sound and the right channel will be the recorded sound track. You should hear the left and the right channels perfectly in synch. If not correct adjust the in point of the source clip by a frame of two until correct. Once correct you can mute the video sound by muting the tracks 1 & 2 (un-muting track 3) and trim the video back to the beginning using the roll tool.

Cutting to a beat

If you want to put a cut on every beat, listen to the kick drum and stop the play head over the place you hear the kick. Now step frame by frame using the forward and back arrows

until you find the first audible point of the kick drum and make an **in** point. Now go to the next kick drum beat and find the first audible point of that kick drum and make an out point. If you want to know the duration between the two beats look at the top left window of the Sequence window measured in hours:minutes:seconds:frames (eg 00:00:01:18 = 1sec 18 frames), remembering that there are 25 frames in a second in PAL. If the recording was recorded to a click track the kick drumbeat will be 01:18 every time (if not recorded to a click track this time will probably drift a few frames from time to time). When you have made an **in** point on the clip you want to place on the timeline press the red **overwrite** button and the clip will be place between your **in** and **out** points in time with the beat. You may chose to synch to the snare drum and not the kick drum.

A simple way of making all the clips the same length is to set the duration of one clip in the browser window to the duration you are after say 00:00:01:18

Now using the **overwrite** red button place the clip on the timeline again and again until the song finishes

Now park your play head over the clip you want to replace on the sequence timeline

Now find your new clip and make an **in** point only in the browser, then drag the clip over the sequence window and drop it onto the **replace** or **fit to fill** button. Repeat this for every clip you want to replace

If you slow-motion a clip to 50% (~ 21 frames) you can also use this method above