⇒ **Final Cut Pro Lesson Glossaries:**

Project > In Final Cut Pro, the file that holds all of the elements of your movie, such as clips, bins, and sequences. Media files are stored separately from a project file.

QuickTime > Cross-platform multimedia technology from Apple. Widely used for editing, compositing, CD-ROM, web video, import and export, and more.

Anamorphic > Visuals that are shot in a widescreen format and then squeezed into a 4:3 frame size. This can be done by using a video camera's electronics or, optically, by using an anamorphic lens.

Pixel > One dot in a video or still image. A typical medium-resolution computer screen is 1024 pixels wide and 768 pixels high. Digital video movies for the web are often 320 pixels wide and 240 pixels high.

Pixel aspect ratio > The width-to-height ratio for the pixels that compose an image. Pixels on computer screens and in high definition video signals are square (1:1 ratio). Pixels in standard definition digital video signals are non-square.

Post-production > The phase of film or video editing in which all of the production elements are organized, assembled, and output for the distribution phase.

Aspect ratio > A film or video frame's width-to-height ratio on any viewing screen. The most common aspect ratio is 4:3, used for regular television screens. An aspect ratio of 16:9 is increasingly used for high definition video.

16:9 A widescreen aspect ratio for video > The ratio of the width to the height of the visible area of the video frame, also called the *picture aspect ratio,* is 16:9, or 1.78. The16:9 aspect ratio is used for high definition video.

Importing > The process of bringing files of various types into a project in Final Cut Pro. Imported files can be created in another application, captured from another device, or brought in from another Final Cut Pro project.

Scratch disk > The disk or disk space you allocate in Final Cut Pro for digital video capture and editing, as well as for the storage of a project's render files.

Browser > The central storage area in Final Cut Pro, where you organize all of the source material used in your project. The Browser lists all elements—video and audio clips, graphics clips, and sequences—in a project. Each project is represented by a tab that contains that project's file. You can further organize your media clips within a project using bins, which are similar to folders.

Canvas > In Final Cut Pro, the Canvas is the equivalent of a record monitor in a tape-to-tape editing system. It works with the Timeline, displaying the frame at the position of the playhead in the Timeline and showing what your edited sequence looks like when it is played. Changes you make to a sequence in the Timeline are seen when you play back that sequence in the Canvas. If you modify clips in the Canvas, the changes are stored with the clips in the Timeline. You can also use the Canvas to perform edits.

Timeline > A window in Final Cut Pro that displays a chronological view of an open sequence. Each sequence has its own tab in the Timeline. You can use the Timeline to edit and arrange a sequence. The order of the tracks in the Timeline determines the layering order when you combine multiple tracks of video. Changes you make to a sequence in the Timeline are seen when you play back that sequence in the Canvas. If you modify clips in the Canvas, those changes can be seen in the Timeline. Note that the Canvas and Timeline only display sequences that are currently open.

Timeline patch panel > The section at the left of the Timeline containing the Audio, Source and Destination, Track Visibility, Lock Track, and Auto Select controls.

Playhead > A navigational element in the Viewer and Canvas scrubber bar and in the Timeline. It corresponds to the frame displayed in the Canvas and the Viewer. You drag the playhead to navigate through a sequence

Sequence > An arranged series of video, audio, and graphics clips, edit information, and effects edited together to create a program. A sequence can contain your entire edited program or be limited to a single scene. Sequences can also be edited into other sequences, referred to as *nested sequences*.

Mixed-format sequence > A sequence containing clips whose media files don't match the sequence format.

Viewer > A window in Final Cut Pro that you can use to watch individual source clips and set In and Out points in preparation for editing them into your sequence. You can also customize transitions, modify filters, and view and edit various effects. Clips from the current sequence in the Timeline can be opened in the Viewer to refine edits, adjust parameters for effects, and adjust audio volume.

Action safe area > 90% of the image area. Most of the time, anything in your video image that's outside of this area won't be displayed on a television screen, so any important material needs to be framed within the action safe area. Compare with *title safe area.*

Video track > A track in the Timeline into which you can edit video clip items.

Selection tool > In Final Cut Pro, the default arrow-shaped pointer, which allows you to select items in the interface. For example, you use it to select a clip or edit point. You can choose the Selection tool by pressing the A key.

Capture > To move NTSC or PAL video or audio from tape to a digital format for use by Final Cut Pro. An older term for capturing is *digitizing*. Captured video clips appear on the specified scratch disk as a series of QuickTime movie files. See also *digitize*.

Log and capture > In Final Cut Pro, the process of logging the clips you want to capture, and then using device control to automatically capture them in the Log and Capture window. Log and Capture window In Final Cut Pro, the window used to enter information about clips from source tapes, and to capture media files so you can edit them.

Source media files > The original QuickTime files captured to disk. The clips you use in Final Cut Pro are pointers that represent your media files, but changes made to clips within Final Cut Pro do not affect the media files on disk.

Clip > An item in a Final Cut Pro project representing video, audio, or graphics media files on disk.

Cut > An edit in which one clip immediately follows another, with no transition effect. This is the simplest type of edit.

Digital video > Video that can be captured, manipulated, and stored using a digital format, such as QuickTime. A digital video camcorder, for example, is a video camera that records images digitally on a medium such as tape. Because the signal is digital, it can be easily transferred to your computer.

Editing > The process of combining and arranging audio, video, effects, transitions, and graphics in a sequence to produce a program.

Edit point (IN/OUT) > Defines what part of a clip you want to use in an edited sequence. Edit points include **IN (i)** points, which specify the beginning of a section of a clip or sequence, and **OUT (o)** points, which specify the end of a section of a clip or sequence. The point in the Timeline in an edited sequence where the Out point of one clip meets the In point of the next clip. This edit point can be selected for various operations.

Resize edit > An edit in which the duration of a clip in the Timeline is changed by moving its **In** or **Out** point.

Resize pointer > A cross-shaped pointer with small arrows pointing left and right that indicate the directions in which an edit point can be moved. The Resize pointer appears when you move the pointer to the boundary of a clip item or transition in the Timeline.

Slug > A generator in Final Cut Pro used to create black video in a sequence. A slug can be used to represent a video clip that has not yet been placed.

Snapping > A setting in the Timeline that affects the movement of the playhead. When snapping is enabled, the playhead "snaps," or moves directly, to markers or edit points when it is moved close to them.

Snapping button > A button icon in the upper-right corner of the Timeline that you click to turn snapping on and off.

Link > To connect video and audio clip items in the Timeline so that when one item is selected, moved, or trimmed, all other items linked to it are affected.
Linking button A button in the upper-right corner of the Timeline that turns the linked selection option on and off.

Opacity > The level of a clip's transparency.

Transitions Effects > that are applied to edit points to smooth out a change from clip to clip. In Final Cut Pro, you can choose from a variety of video transitions, such as a dissolves or wipes, or you can add an audio cross fade between audio clips.

Keyframe > A special-purpose control that denotes a change in value in a filter or motion parameter. When two keyframes with different values are set in Final Cut Pro, a transition from one value to another is calculated, resulting in a dynamic change to that parameter. For example, two center point keyframes with different values will result in animated motion for that clip.

Render > To process video and audio with any applied filters or transitions, and store the result on disk as a *render file*. Effects that aren't real-time must be rendered to play back properly. Once rendered, your sequence can be played in real time.

Render status bars > Two slim horizontal bars, at the top of the Timeline, that indicate which parts of the sequence need to be rendered. The top bar is for video and the bottom for audio. Different colors indicate the render or real-time playback status of a given section of the Timeline.

Finishing > The process of reassembling the clips used in the final edit of a program at their highest quality. Finishing involve rerendering effects, then outputting the final program project to High Quality Quick Time movie file and back it up on external hard drive.

Output > Sending video or audio out of your Final Cut Pro editing system to Quick Time or other stand alone data file.

Media > A generic term for elements such as movies, sounds, and pictures.

Codec > Short for compressor/decompressor, or encode/decode. A software component

used to translate video or audio from its analog uncompressed form to the digital compressed form in which it is stored on a computer's hard disk. DV, Photo, JPEG, and Sorenson Video are common QuickTime video codecs. Also referred to as a *compressor*.

Compression > The process by which video, graphics, and audio files are reduced in size.

HDV > An MPEG-2–based high definition video format that records on a DV cassette tape. HDV supports both 720p and 1080i, and uses interframe (or long-GOP MPEG-2) compression. Depending on the format, HDV has a data rate of 19 Mbps or 25 Mbps.

FireWire > The trademarked Apple name for the IEEE 1394 standard. A fast and versatile interface used to connect DV camcorders to computers. FireWire is well suited to applications that move large amounts of data, and can also be used to connect hard disks, scanners, and other kinds of computer peripherals.

mini-DV cassette > A small cassette used for the DV digital videotape format.

MPEG (Moving Picture Experts Group) > A group of compression standards for video and audio, which includes MPEG-1, MPEG-2, and MPEG-4.

NTSC format > The video standard defined by the National Television Standards Committee, the organization that originally defined North American broadcast standards. **NTSC** video has a frame rate of **29.97 fps**, and a limited color gamut. Digital **NTSC** video has a frame size of **720 x 480 pixels**

PAL > format Acronym for *Phase Alternating Line*, a 25 fps (625 lines per frame) interlaced video format used by many European countries. Digital PAL video has a frame size of 720 x 576. Compare with *NTSC format*.

Image sequence > A movie exported as a series of numbered image files, stored in a folder. Each image file contains one frame of video. The Targa and TIFF file formats are commonly used to export image sequences for file interchange among different film compositing workstations.

WAVE > An audio file format based on the general-purpose RIFF format developed by Microsoft and IBM. WAVE files contain "chunks" identified by a four-letter code. For example, WAVE files store audio samples in a "data" chunk, and format information such as sample rate is stored in a "fmt " chunk. WAVE files typically store uncompressed audio using pulse-code modulation (PCM), but it is also possible to store compressed audio samples.

AIFF (Audio Interchange File Format) A cross-platform audio file format developed by Apple.

AVI (Audio-Video Interleaved) Microsoft's older standard format for digital video.

PICT > A still-image file format developed by Apple Computer. PICT files can contain both vector images and bitmap images, as well as text and an alpha channel. PICT is a common image format on Mac OS X computers.