

Media Management basics in less than 15 minutes



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Notes and email at end
of talk

Does anyone feel happy
with Media
Management in FCP?

No

FCP Advantage:

Anything can be
anywhere

FCP disadvantage:

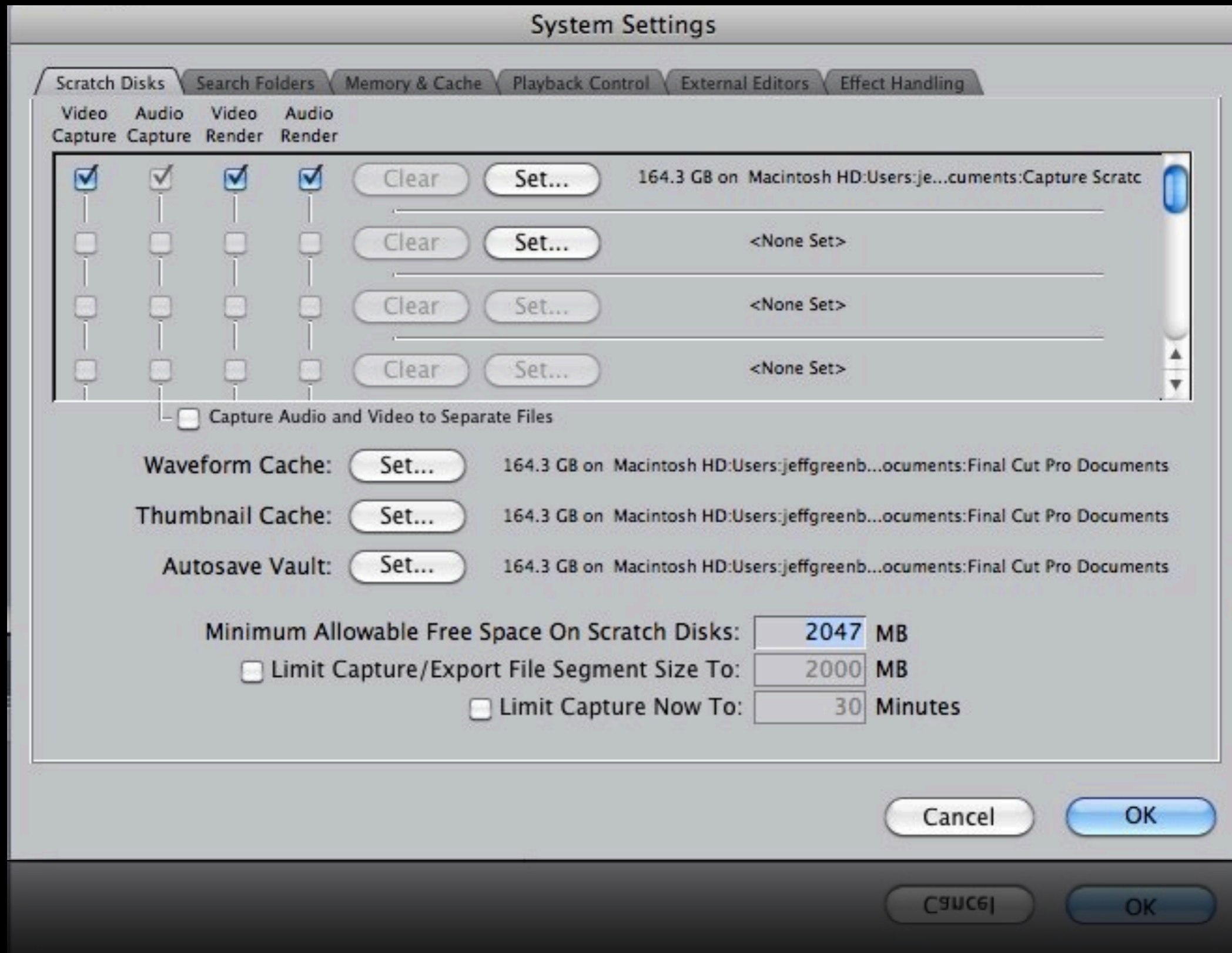
Anything can be
anywhere.

And often is.

hahahahahaha

▼	Final Cut Pro Documents	Today, 2:08 PM
▼	Audio Render Files	Jul 13, 2010 10:08 AM
▶	Autosave Vault	Nov 17, 2010 10:32 PM
▼	Capture Scratch	Today, 2:07 PM
▶	Audio Render Files	Today, 2:07 PM
▼	Capture Scratch	Today, 2:08 PM
▶	Audio Render Files	Today, 2:07 PM
▼	Capture Scratch	Today, 2:07 PM
▶	Render Files	Today, 2:07 PM
▼	Lesson 10 Project	Sep 30, 2009 3:08 PM
▼	Quick CC	Jun 10, 2010 11:29 AM
▼	redtest	Jul 13, 2010 10:08 AM
▶	Render Files	Today, 2:07 PM
▼	vignetting xml	Oct 21, 2009 8:36 PM
▶	Render Files	Nov 19, 2010 11:31 AM
▶	Thumbnail Cache Files	Nov 16, 2010 5:51 PM
▶	Waveform Cache Files	Nov 19, 2010 11:29 AM
▶	Waveform Cache Files	Nov 19, 2010 11:29 AM
▶	Thumbnail Cache Files	Nov 16, 2010 5:51 PM

Every project?



Some people set
their System prefs
for every project

I match Apple's setup

“Top” level of a drive

Final Cut Pro

Documents Folder

FCP Builds three folders

Capture Scratch

Renders

Audio Renders

/

Project Name

**DO NOT CHANGE
THE NAME OF THE
PROJECT**

Really. Just don't.

Unless it's a new
version of the project
at a later date

Three Media Management Concepts

- How to Copy a project - make a full copy
- How to Move a project - put everything in one place (consolidate)
- How to Delete a project - really freeing up space on our system.

One Rule

Be Organized

Separate your Imports vs. captures

Copy

Copy a project

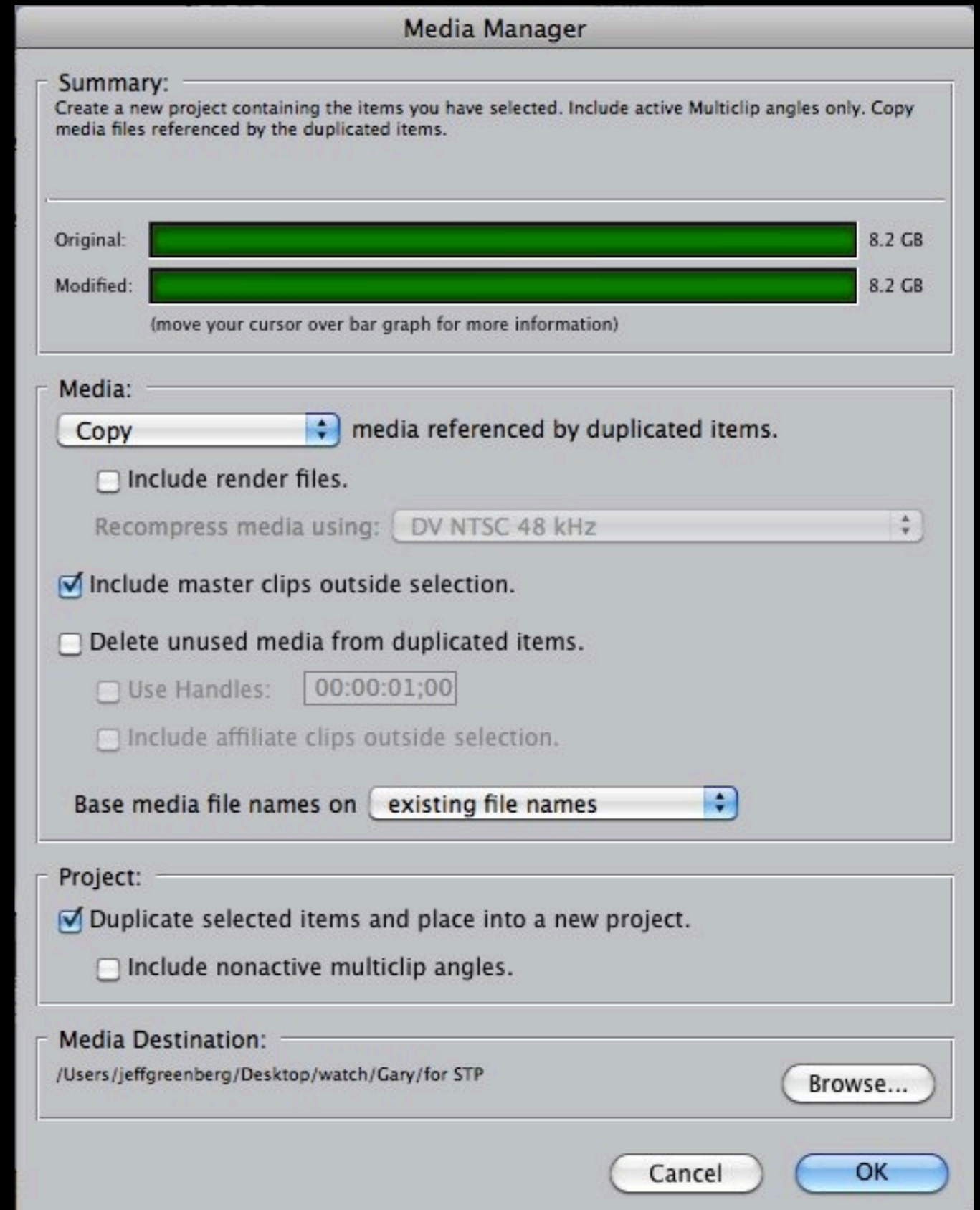
- You'll have two copies of media
- You have two projects
- By far the safest!

Copy = Full backup

- Do not delete media
- Do duplicate project
 - New project connects to new media

Copy

- No Deleting
- One Project = relinking
- Duplicate Project = no relinking



Move

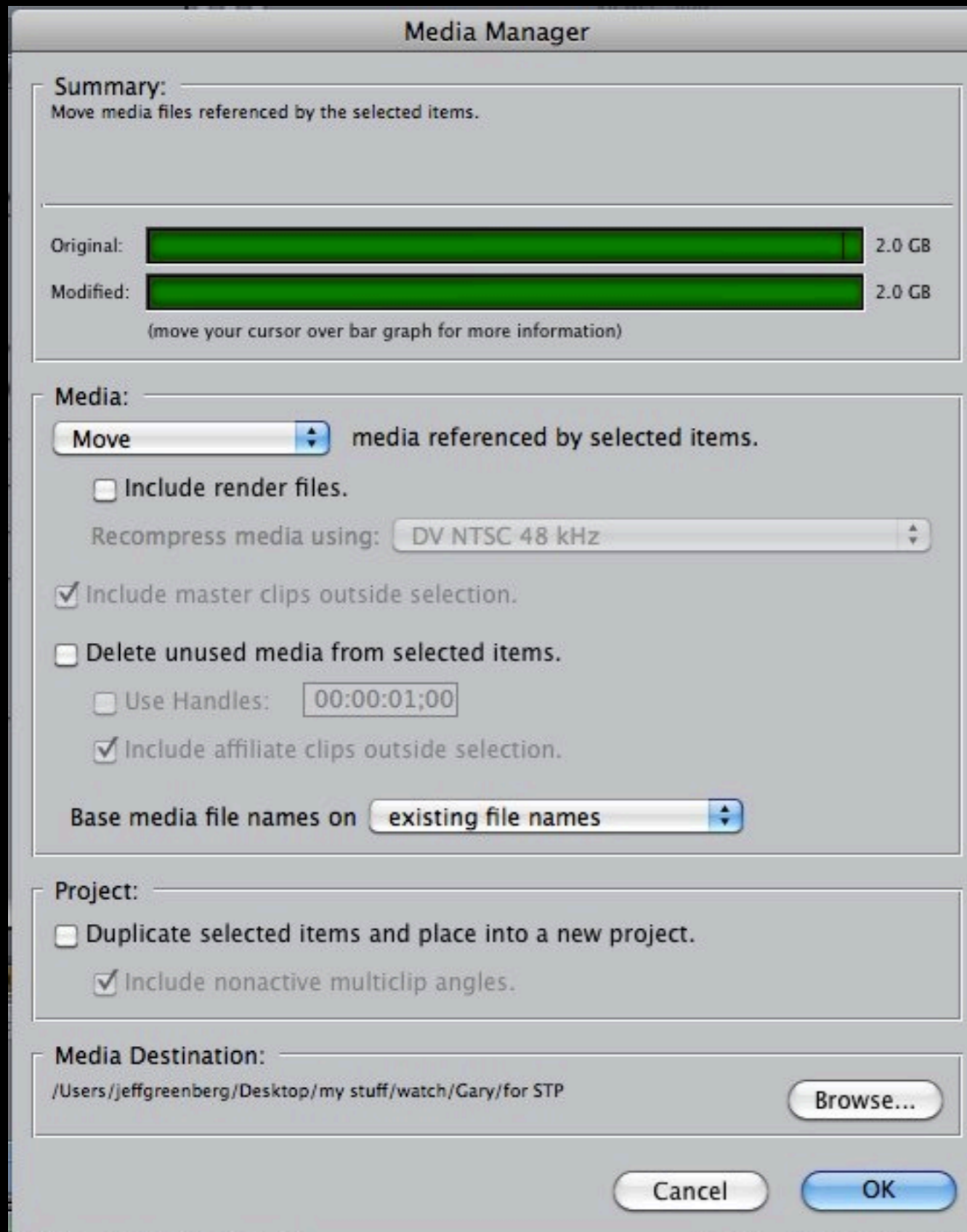
Move a project

- You'll have one copies of media in a new loction
- You have one project
- Do you want to *move your imports?*
 - *no? Deselect your imports before you 'move'*

Move = Consolidate

- Do not delete media
- Do not create a duplicate project
- Existing project connects to moved media

Move



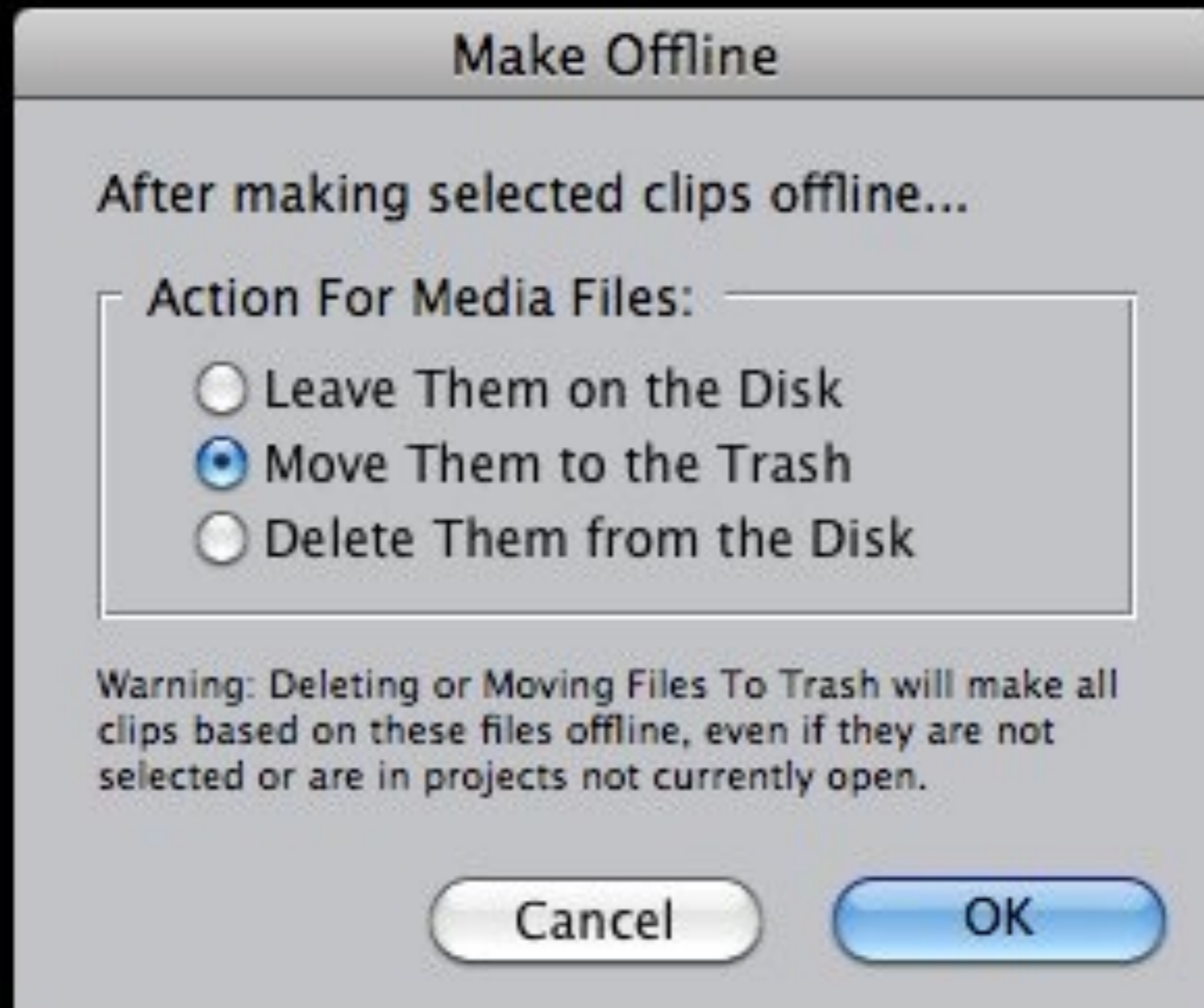
- No deleting (can you? Sure - we're trying to be safe)
- Don't duplicate the project

Delete

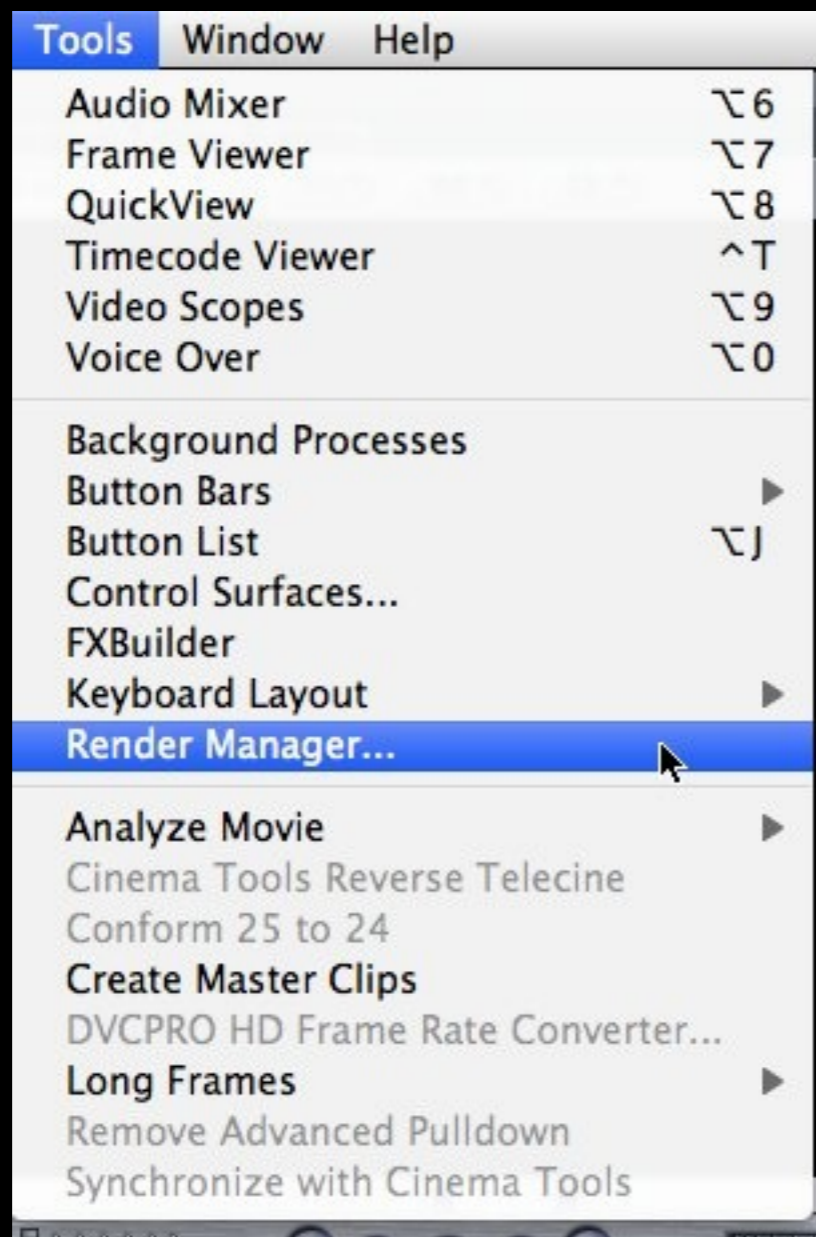
Select Clips/bins

Right click
Make Offline

Move to trash = safest



Last part = render manager



- Delete renders for the project

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