

HOW TO EXPORT A MULTI-TRACK QUICKTIME FROM FCP7



BEFORE YOU START

This tip guide was created in the effort to help explain the process behind exporting a Multi-Track QuickTime from Final Cut Pro 7.

This tip guide assumes that you have a basic understanding of how FCP 7 works. Before moving to the first step, please verify that you have all the necessary elements for completing this task. If you don't have certain elements and they are not required by us then skip those steps.

You should have received a deliverables list from us that will require the following: 5.1, LtRt (Stereo), M&E, D M E (Stems). If you have any questions about what you have to deliver please refer to your deliverables list.

We have another document that covers delivering Stems from an unmixed version of your feature. Please download that guide if you need assistance on how to deliver those files and properly set up your project for export.

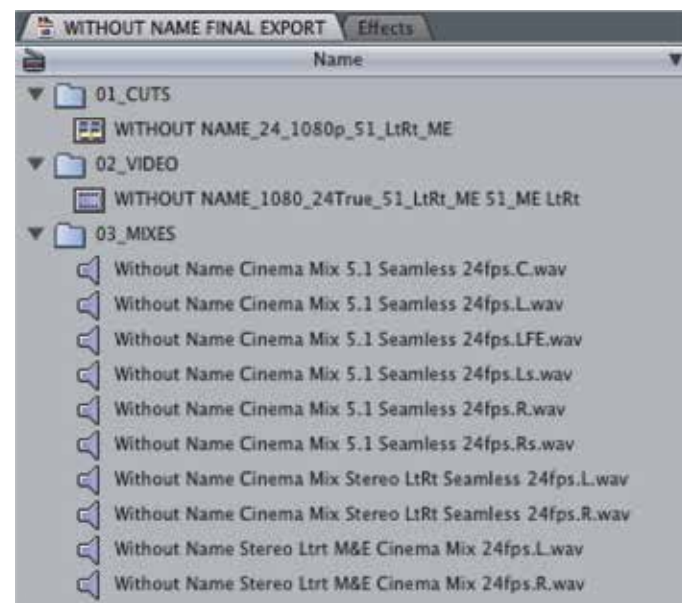
We do not cover exporting with Textless in this guide. There is a separate guide that covers Textless. If you have not downloaded that guide please do so now before moving forward. It is always best if you can provide all the elements that we require as one file.



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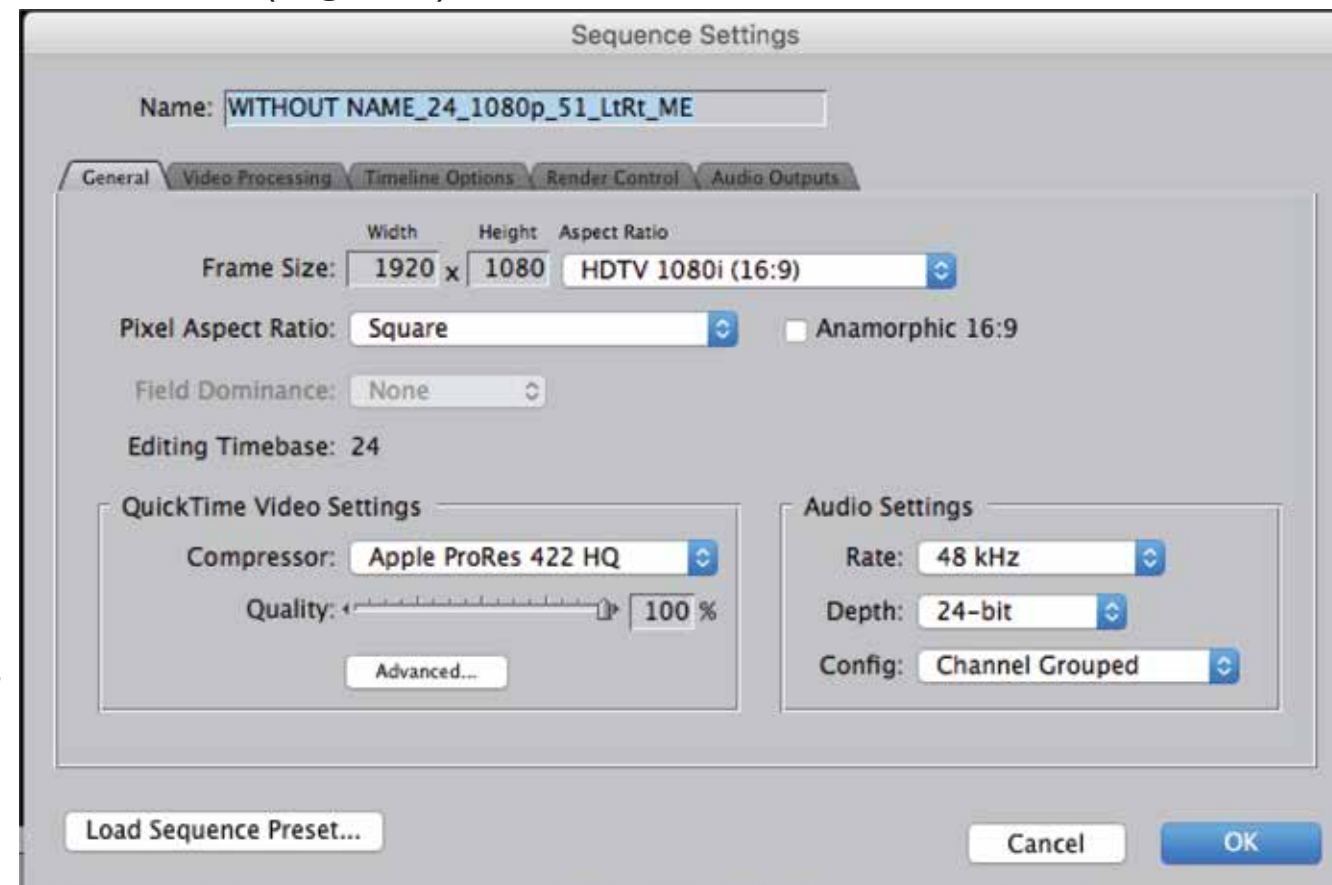
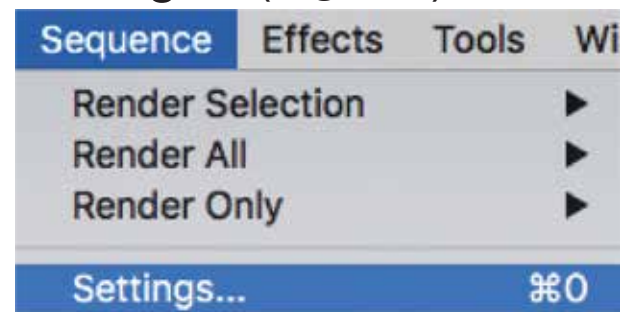
STEP 1:

Import all of your media into your browser. This includes your final Color Corrected Quicktime along with all of your audio files (5.1, LtRt, ME, DME). (Fig. 1.1)



STEP 2:

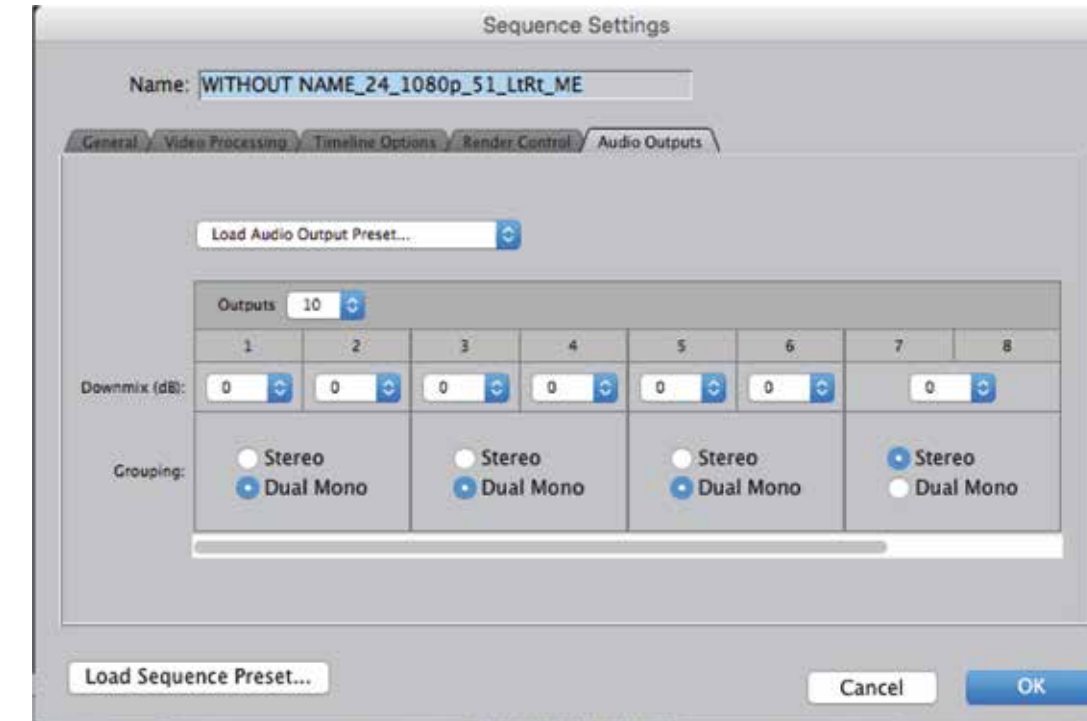
Check your sequence settings. If they are incorrect don't worry because FCP7 will correct them for you. However, it's always a good idea to set them yourself. You can get to your sequence settings by pressing CMD+0 or "Sequence - Settings." (Fig. 1.2) (Fig. 1.3)



Your settings may be different than the ones that are shown. Use fig. 1.3 as an example only. Once you import your files you can look at the info for them on the right side of the browser to find out your correct settings. Again, as a reminder, FCP 7 will do most of the work for you. However, you will have to set your audio settings yourself. See the next step on how to do that.

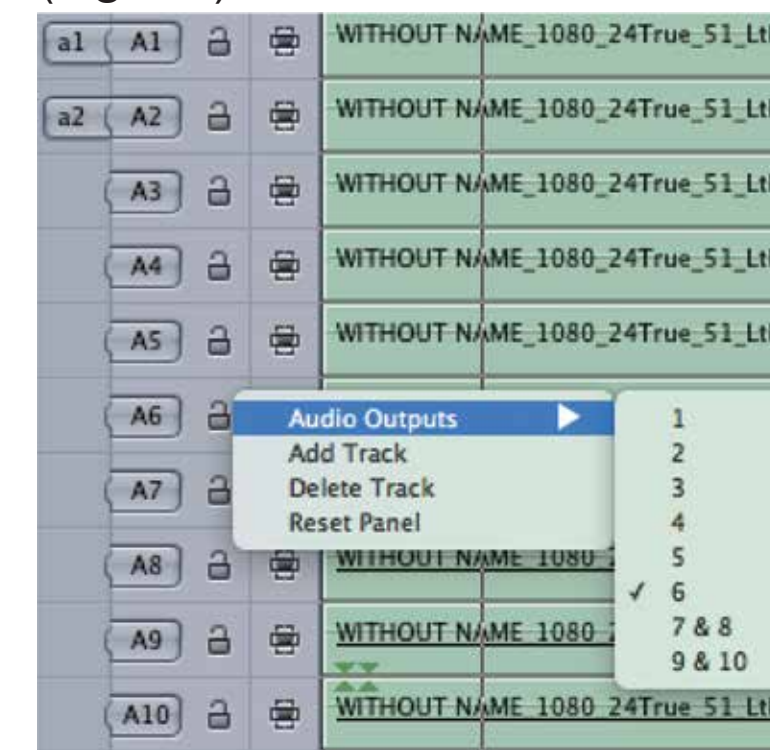
STEP 3:

Set your audio settings to the example below. Please be aware that this may vary based on the mixes you have available. (Fig. 1.4) (Fig. 1.5)

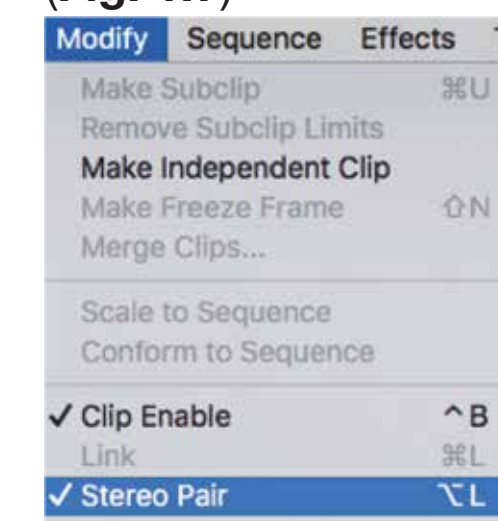


STEP 4:

Once you have your settings done make sure to go to your timeline and add any additional channels that you will need. Then map the audio to the correct audio mixes. (Fig. 1.6)



Ch 1-6 Should be set to Mono (or Dual Mono) so you would map Ch 1 to Audio Output 1, Ch 2 to Output 2, ect. When you get to your stereo track (LtRt), map Ch 7 to Ch 7&8 and do the same for Ch 8. Also make sure that all stereo tracks are "linked" together. You can find this under: Modify "Stereo Pair" or OPT+L with the tracks selected. You will know that they are linked because when you select one it will select both tracks. You will also see 2 Green Arrows pointing down and up. (Fig. 1.7)



Again, your settings may vary depending on what you have created. If you have the following mixes: 5.1, LtRt, M&E (LtRt). then fig 1.5 and fig 1.6 is correct. If you are only delivering Stereo and no M&E, then you will make Ch 1 & 2 Stereo and ignore the rest. If your M&E is 5.1 and not LtRt then you will repeat Ch 1-6 (Dual Mono) after Ch 7-8 (which is stereo for your LtRt track). If you have more channels of audio, you will just repeat the steps as shown to incorporate them. If you want to add stems (Dia, FX, MX) to this QuickTime instead of sending them separately you would place them on the final audio channels even if this is Ch 16-20 (ect). You can also supply them separately if you choose. It is still advisable in addition to the Multi-Track QT to send your Mixes in a separate folder in case there are any mistakes made that we can correct.

Always double check your stereo tracks to make sure the L and R channels are playing individually of each other. If the audio bar is going up and down together then your audio is playing back Mono. Double check your settings before moving forward. See Fig 3.1 and 3.2 for reference of what Dual Mono vs. Stereo playback looks like.

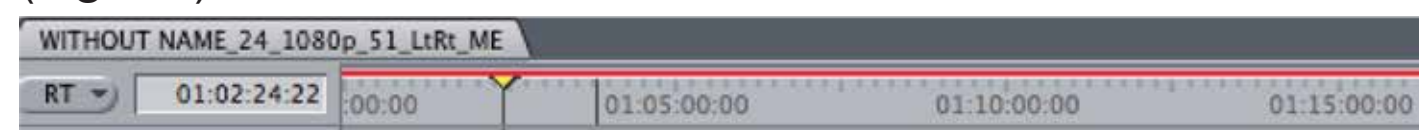


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STEP 5:

Once all of your audio is on your timeline and mapped correctly, you will probably notice that there is a red bar up above. Don't worry about it. It's there because you have a lot of audio stacked on top of each other. Do not render the audio or mix it down.

(Fig. 2.1)



STEP 6:

Now create a slate that will go at the beginning of your QuickTime. You can change the TC so that it starts at 00:59:55:00 if you like, but we don't require you to. Please add in a 2 pop when using a slate so we know when picture and audio should start. Your slates should not be any longer than 10 seconds - although we prefer 5 seconds. Your slate should include all of the following below in **fig. 2.2**.

(Fig. 2.2)

TITLE:	TRACE
QuickTime:	ProRes 422HQ
Resolution:	1920x1080i
Frame Rate:	23.98
Aspect Ratio:	2:40
Ch 1-6:	L, R, C, Lfe, Ls, Rs
Ch 7-8:	LtRt
Ch 9-10:	M&E Stereo
Ch 11-16:	D, M, E

The slate shown in **Fig 2.2** is just an example. Again if you are missing anything, don't include it on your slate. The file is not 1080i as shown. I included this in case your format is interlaced. If you shot progressively 1080p then it should just say 1920x1080. You can add the "P" if you want, but it's not required. Also, if your frame rate is 23.98 it should **NOT** be **Interlaced**.

A 2 pop is 1 frame of Tone and 1 Frame of White or Bars that hits 2 seconds before picture starts. We do not require a tail pop.

STEP 7:

Before you export double check that all of your audio is panned to "0." FCP7 likes to default to "-1." Once you've checked all of that, go ahead and Export: (CMD + E) or File - Export - QuickTime Movie. Try to use the example in **Fig 2.5** when naming your file for export. This let's us know that you've used the correct order.

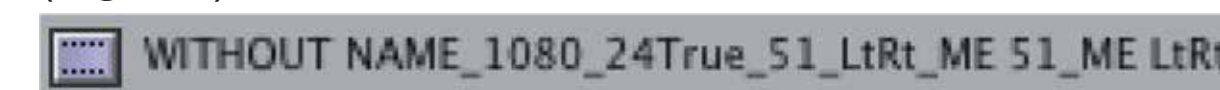
(Fig. 2.3) CORRECT



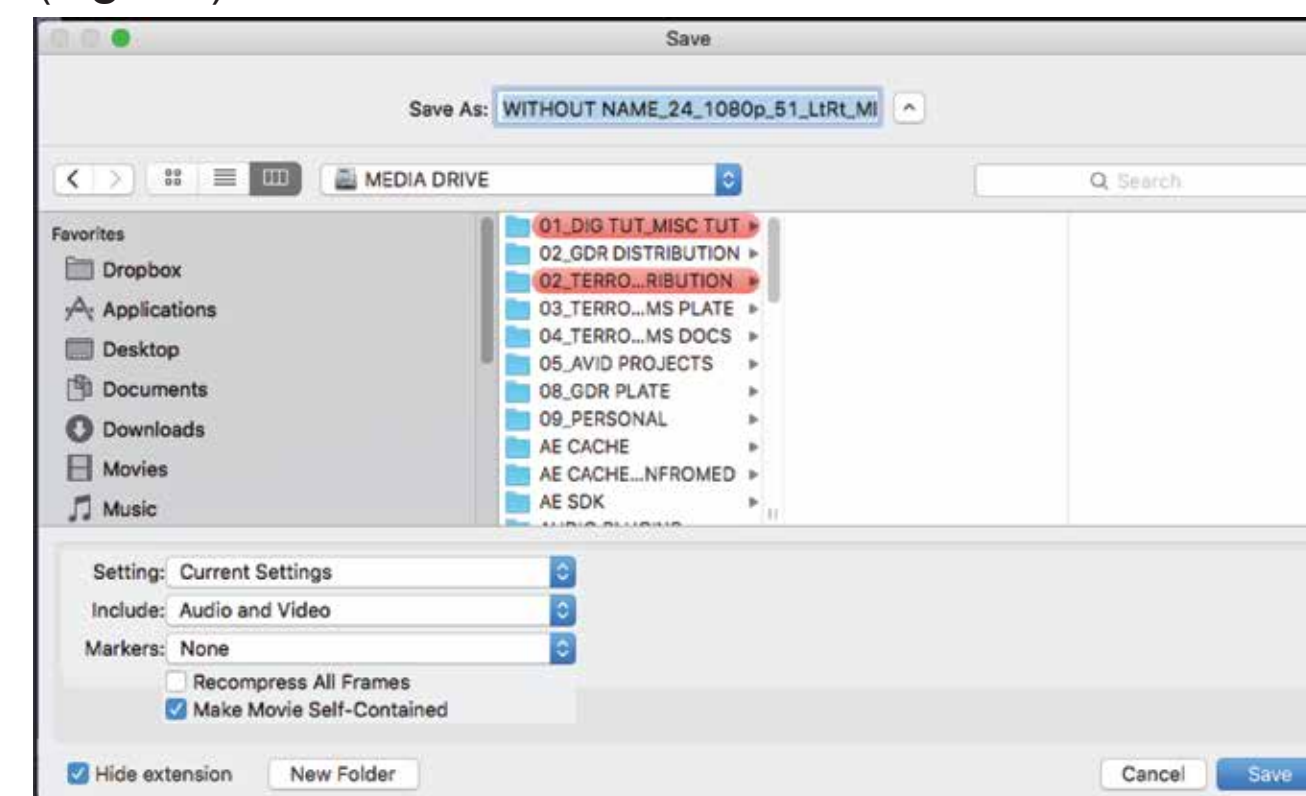
(Fig. 2.4) INCORRECT



(Fig. 2.5)



(Fig. 2.6)



Again, I have found that FCP7 ignores the default pan sometimes. So again, just double check that your audio is playing back correctly before exporting. See **Fig 3.1** and **3.2** for reference of what Dual Mono and Stereo playback looks like.

Use only what you have in the naming of the QT file. Do not put things in the name of the file that you don't have. If you only have a Stereo track then use the "LtRt" name only. Your export settings should remain at default unless you did not set your sequence settings. If you didn't set your sequence settings properly, then go back to those steps before exporting. Make sure that 'Make Movie Self-Contained' is checked off.



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STEP 8:

Check your work. Re-import your file and make sure that everything is showing up correctly. Double check that your stereo file is playing back in stereo see **Fig 3.1** and **Fig 3.2**. Before dropping your new QT File into the sequence, make sure you have added enough audio channels. You don't need to go back and adjust your audio settings again. This is just to check to make sure your audio is all there and playing back correctly. After exporting stereo audio, it may show backup in FCP as being panned to -1 again. Don't adjust that to "0." Leave it at -1 as you won't need to re-export and they are already set as a stereo track.

(Fig. 3.1) DUAL MONO



(Fig. 3.2) STEREO

