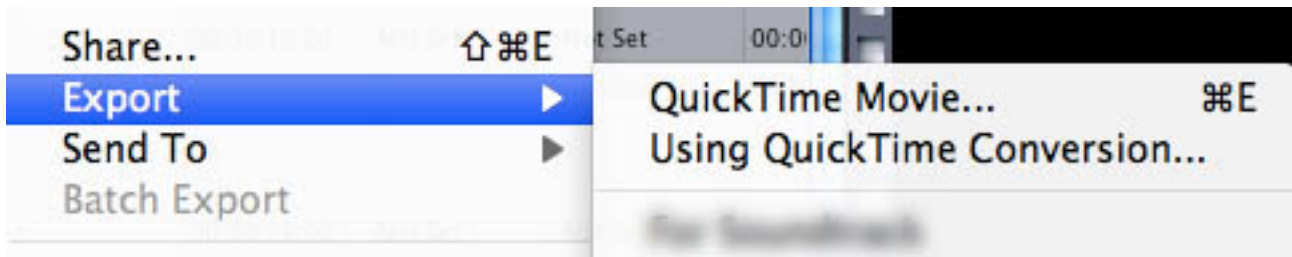


Exporting from Final Cut Pro



Understand “Exporting”

Final Cut projects are like blueprints, assembling and referencing your original media assets. When you’re finished editing, however, you’ll probably want to condense your project down to one movie file. Exporting your project makes it playable in other applications, easily transportable and archivable, as well upload-able to the web.

Understand “Compression”

Video files can be enormous and can be encoded in an almost limitless amount of codecs. Some codecs store the same information in much less space. Exporting or converting your video into a more size-efficient codec is called “compression.”

Understand Your Options

Final Cut Pro has many options for exporting your project.

Some lesser-used, but still available options:

- ▶ The “Share...” menu allows you to compress your project using a companion application called Compressor. This export will happen in the background, allowing you to continue working on your project. Note, however, that *only compression exports* can be done through the “Share...” menu.
- ▶ “Send To” will prepare your project for use in other Final Cut Studio applications like Soundtrack, Motion, and Color.
- ▶ “Batch Export” allows you to export multiple sequences or projects at a time. They’ll export automatically, one after the other.

You’ll most likely be using one of the following options. It’s important to note the difference between them.

- ▶ “QuickTime Movie...” is probably the best option. This option exports your project in its native codec at full resolution. This kind of export doesn’t compress your project at all.
- ▶ “QuickTime Conversion...” gives you the option to compress your project into many different codecs (formats). This menu also allows you to export only the audio from your project into an .mp3 or other audio formats, as well as export still images from frames of your project.

Things to keep in mind:

- ▶ “QuickTime Conversion...” exports often take many times longer than “QuickTime Movie” exports.
- ▶ Exports will usually go quicker when your project is already rendered.
- ▶ If you’re working on EIV-owned drives or the server, make sure you’re working within and maintaining the existing file structure.
- ▶ No data or media can be saved on EIV workstations. Misplaced media is subject to deletion.