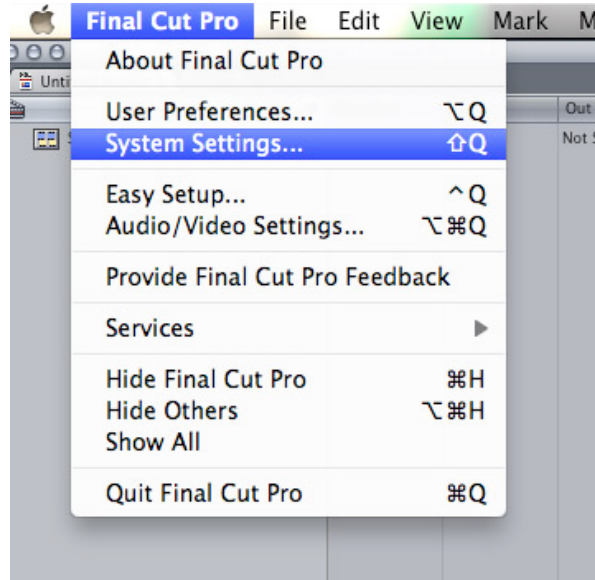


## Setting Scratch Disks in Final Cut Pro

1. Launch Final Cut Pro.

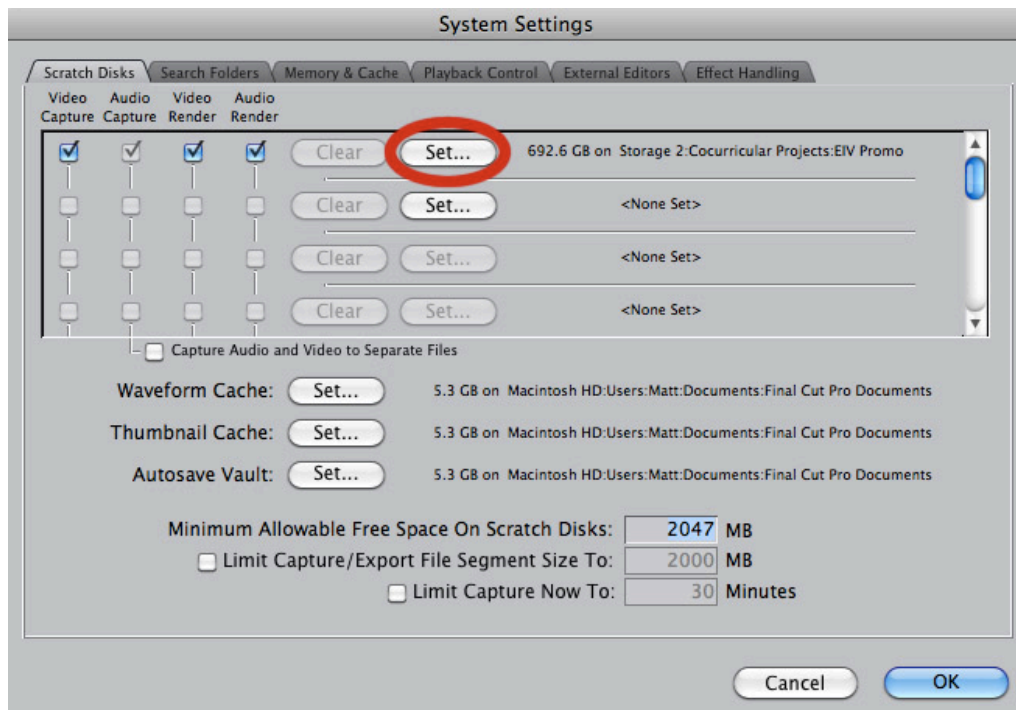


2. Open the "SYSTEM SETTINGS..." dialog.



3. Click the first "SET..." button.

Use the Finder dialog that appears after clicking "SET..." to locate the folder in which you'd like to store your scratch media. Scratch media (capture and render files) can take up a lot of space (12 GB/hour of footage), so make sure the drive you're storing your media on has plenty of available space.



It's strongly recommended that you set your scratch disks on an external hard drive. If you are using the internal drive on an EIV office computer, however, be sure you're following the strict file management guidelines in place to keep our workstations organized.

## What are the different kinds of scratch media?

- ▶ **Video & Audio Capture** — When you capture footage in Final Cut, it puts the digital video files of the captured footage in your scratch disk folder under a subfolder called "Capture Scratch." It's important to remember that if you lose or delete your capture files, you lose your project. Final Cut always needs to reference the original, unedited video files. For more on capturing video in Final Cut, see the [Capturing in Final Cut from a Tape Deck](#) tutorial.
- ▶ **Video Render** — Imagine everything you do in Final Cut as only a preview of the final product. Sometimes, when you add text, effects, motion, or filters to a project, Final Cut needs to "render" the project to give you an accurate preview. It's just too much to preview without rendering first. When you render a part of your project, Final Cut creates video files of that part of the project in your scratch disk folder under a subfolder called "Render Files."
- ▶ **Audio Render** — Just like with video, sometimes Final Cut needs to render audio for an accurate preview. These render files go to a subfolder within your scratch disk folder called "Audio Render Files."
- ▶ **Waveform Cache** — If you enable audio waveforms in your project, Final Cut stores this information in the Waveform Cache. This folder is usually stored on the internal hard drive of the computer you're working on, not your scratch disk.
- ▶ **Thumbnail Cache** — Final Cut stores the thumbnails of the video on your timeline in this folder. Like the Waveform Cache, it's stored on the internal drive, not your scratch disk.
- ▶ **Autosave Vault** — Final Cut autosaves copies of your project every few minutes. The folder containing all of these autosaves is usually on the internal drive of the computer you're working on. However, sometimes it isn't a bad idea to set the Autosave Vault to a folder on your scratch disk. This way, if you take your external hard drive with you, you also take several autosaved backups of your project throughout different stages of your work. If you do set the Autosave Vault to something other than the default setting, be sure to set it back to what it was before you started working.

## Things to keep in mind:

- ▶ You should always set and double-check your scratch disks before beginning to work on a project and *especially* if you're going to be capturing any footage. You always want to know exactly where you're capturing to.
- ▶ Capture files are about 12 GB/hour. Be sure you have enough space on your scratch disk before you begin.
- ▶ Render files can always be recreated in case they're deleted, but capture files cannot be deleted if you're going to continue working with the Final Cut project file.
- ▶ 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.