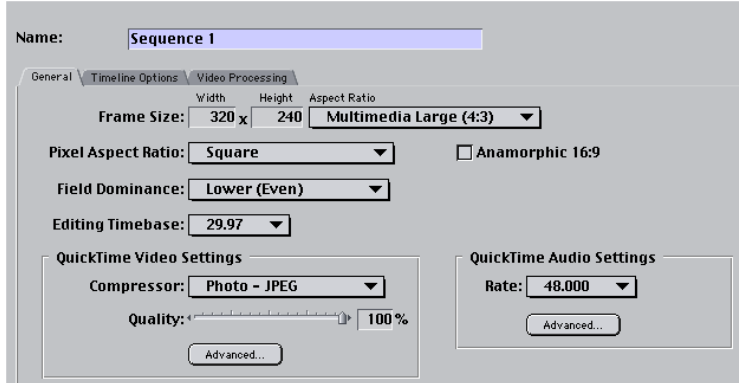


# Compositing Tutorial-

## Setting Up the Project Files and Tutorial

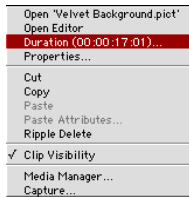
- 1<sup>st</sup> Create a new project entitled “Composite Tutorial” in FCP and save it to your student folder
- 2<sup>nd</sup> Go to > File and then > Import > folder.
- 3<sup>rd</sup> From the tutorial folder on the desktop, import the **two** folders one at a time called:  
Compositing Pieces and Dance Shots
- 4<sup>th</sup> Click on Sequence 1 in the “Browser” and go to “Sequence” on the menu and then “settings”
- 5<sup>th</sup> In the settings make sure to set your timeline settings to the following:



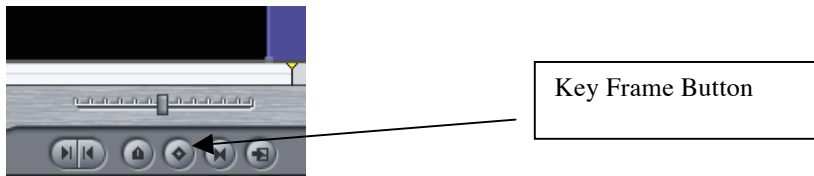
- 6<sup>th</sup> Go to >File and Save As > and save your project to your user folder.
- 7<sup>th</sup> In the “dance shots” folder in the browser, view the clip called “intro.mov” –this the animation composite we are going to create. You will want to refer back to this clip to check your work as you continue with the tutorial.

### 1. Create Zooming effect on background

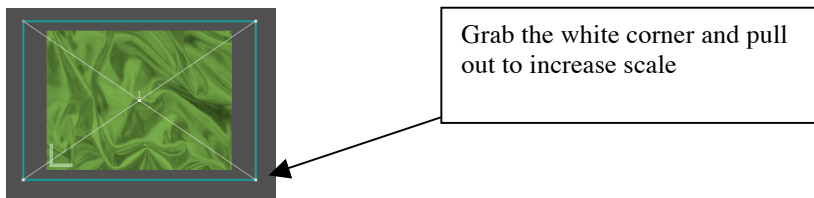
- a. From the “composite clips folder” Insert Background pict. into sequence 1 and give the a clip a 17:01 duration by “control” clicking the clip and selecting “duration ” and entering the duration.



- b. Move playhead to end of the background pict in the timeline and create a key frame at the end of the clip by using the key frame button on the bottom of the canvas window.



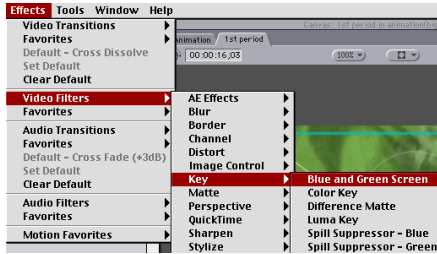
- c. Move playhead back to beginning and increase scale of pict. By shrinking your screen down to 100%, selecting “image and wireframe” and grabbing the white dots on the corners of the background pict and enlarging the size.



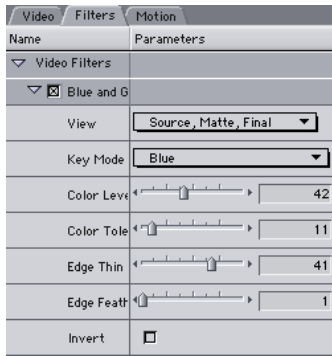
- d. Use arrow key to play through the clip to see if zooming is complete.

## 2. Add Blue Dance and effects

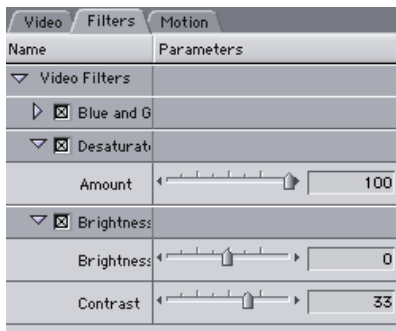
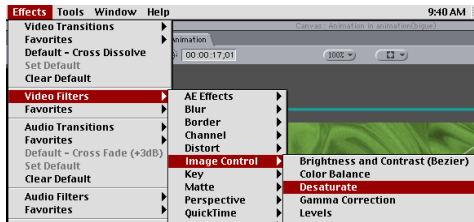
4. Insert the clip “blue dance.mov” into timeline onto “V2.”
5. Move the start of “blue dance.mov” in 1:00 from the start of the sequence by selecting the clip in the timeline and typing in 100 and enter on the keyboard.
6. Double click “blue dance.mov” in the timeline to load the clip into the viewer.
7. Go to “Effects” and then “Key” and then to “Blue and Green screen” filter.



8. On the filters tab in the viewer window adjust the properties for the blue and green screen.



9. Now, Make “Blue dancers.mov” black and white and adjust contrast-
  - 1<sup>st</sup> Add a “desaturation” filter
  - 2<sup>nd</sup> Add a “brightness and contrast”



Adjust the contrast on filters tab to a value of 33.

## 3. Create Shadow of Dancers

- In the timeline, create a new video track by “control” clicking on the space directly above V2 and selecting “add track”

Remember to hold down the “control” key and click on the space above the “V2”

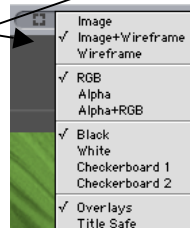
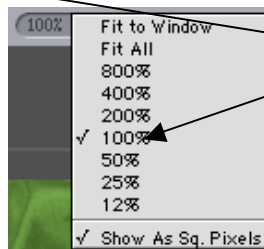


- Select the clip “Blue dancer.mov” on “V2” and copy the clip by using “apple C”. Then target “V3” with the yellow button and paste (apple v) the copy directly above “Blue dance.mov” on “V2”

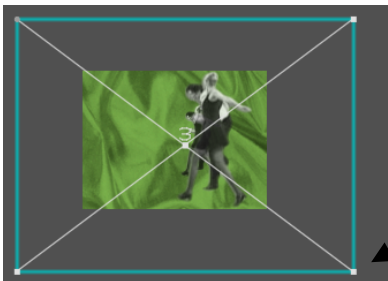
Make sure “V3” is targeted before you try to paste the clip onto that track



- Double click the copy on “V3” and in the canvas window reduce the canvas to “100%” and select “image and wireframe”



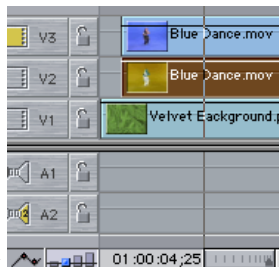
- Enlarge the clip’s scale by grabbing the corner of the wireframe and stretching it out so it takes up the screen.



Remember to grab the corner to stretch the clip and enlarge them so they fill the screen

- Lastly, click on the clip viewer button in the timeline and adjust the opacity of the clip on “V3” down to 25 by grabbing the black bar and pulling it down.

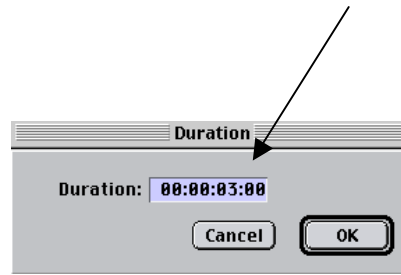
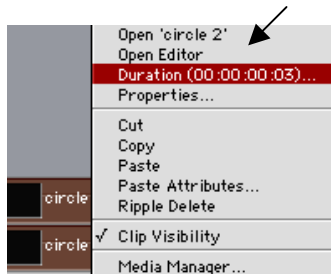
This button will show the opacity level of a clip.



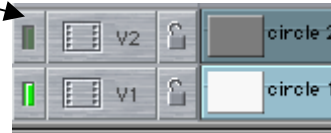
Pull this line down to lower the opacity of the clip

## 4.Create the Circles Animation

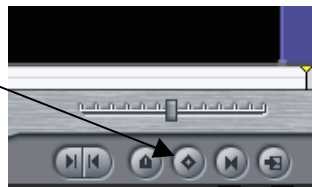
- Double click the sequence called “Circles Rulles.psd” in the browser to load it into the timeline.
- Hit “Shift Z” to stretch the clips out so you can see them.
- Highlight both the clips and “control” click on the clip to set the “duration” to 3:00 seconds long.



D. Turn the circle on “V2” off by clicking on the green button next to “V2”



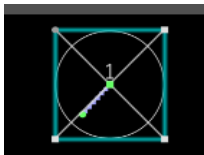
E. Double click “circle 1” to make it your active clip, move the playhead to the beginning of the timeline and set the keyframe button for circle 1.



F. Now move the playhead forward 20 frames by deselecting all clips in the timeline and typing in “+20” on the keyboard. You should notice that your playhead has moved forward 20 frames.

G. Go back and select “circle 1” in the timeline and in the canvas window, make sure you have selected image and wireframe.

H. Move your circle so it goes up and over. You should have a purple line that extends from the 1<sup>st</sup> point to the 2<sup>nd</sup>.



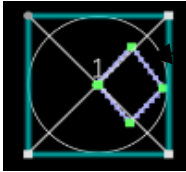
I. Now move your playhead over another 20 frames and set your next motion path, so the clip moves down and to the right. (we are creating a diamond shape that we will later smooth out into a circle)



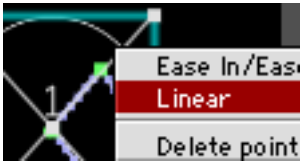
J. Move your playhead over another 20 frames and set your next keyframe by moving the circle to its next position.



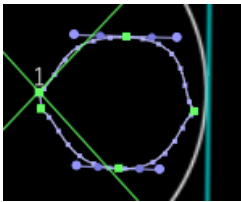
- K. Move your playhead over another 20 frames and set your last keyframe by moving the circle to it's the last posiothn. (make sure that your beginning and ending keyframes over lap.)



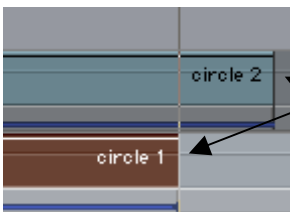
- L. Now we are going to smooth out two points of our diamond to create more of a circular motion. By “control” clicking the 2<sup>nd</sup> green keyframe and selecting “linear”, we can put on bezier handles that will allow us to bend our corner points.



- M. Grab the blue handles and create a bend. Now go to the opposite side of your diamond and put in another bezier handle. You can also reposition the green keyframes to create more of a circle. When it's done, go back and use your arrow key to check your motion path. It should look like the circle below.



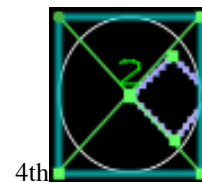
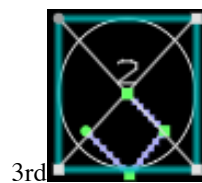
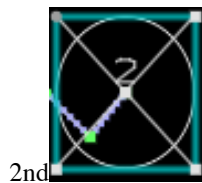
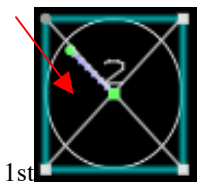
- N. In the timeline, make sure to shorten the remaining portion of the circle 1 clip to the last key frame set for your motion. Also go ahead and shorten the circle 2 clip to the same duration.



Clip Duration is now 2:20 after pulling back layer to last keyframe.

Shorten circle 2 down to the same duration as circle 1

- O. Now you will recreate steps “D” through “L” on “circle 2” located on “V2.” Remember that the 2<sup>nd</sup> circle travels in the opposite direction than the 1<sup>st</sup>, so instead of moving the circle up and to the right, start by going moving the circle down and to the right.



- P. So now if you turn both circle 1 and 2 on , you should see the circles move in opposite motion as you scrub through them in the timeline.

## 5.Nest Circles.psd into Animation Sequence

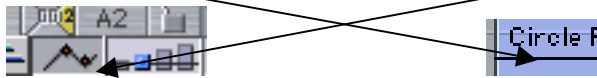
1. Create a new video track above “V3” in the timeline by “control” clicking on the space above “V3” and target the new track with the yellow selection button.



- Grab the circles rules .psd from the browser and line it up with the start of blue dance.mov in the timeline on track “V4”.



- Lower the opacity on the circles.psd sequence by clicking on the clip overlays button and dropping the opacity bar down to 27. (This makes the circles blend into the background)

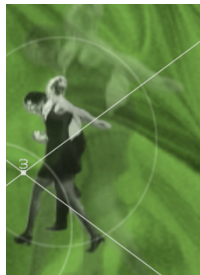


- Select the circles.psd clip in the timeline and copy the clip (apple c) and then move the playhead to the end of the clip and paste it three times so that it covers the entire “blue dance.mov” clip.



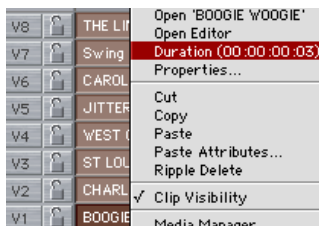
Don't forget to shorten the last section of the circles.psd clip so it ends at the same time as blue dance.mov

- Now, if you scrub through the timeline, you should see your circles in motion over your clips of the dancers, the shadow and the background.

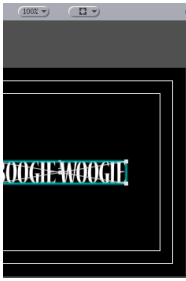


## 6. Creating the Title Animation Sequence

- 1<sup>st</sup> Open the sequence called “Dance Names\_final.psd” and hit “shift z” to stretch out the clip
- Select all the titles in the timeline and set the duration of each clip to 3 seconds by control clicking on one of the clips and going to duration and typing in 300. Use “shift z” to adjust clips to timeline.



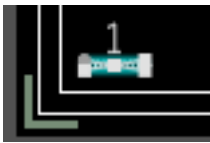
- Now double click the “boogie woobie” clip on V1 to load it into the viewer and make it the active clip.
- In the canvas window select “image and wireframe” and title safe in the overlays window.



5. Grab a corner of the wire frame on boogie woogie and shrink it down till it's small .



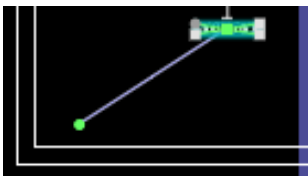
6. Reposition the title on the bottom left corner of the frame just above the title safe window.



7. Make sure the playhead is at the beginning of the clip in the timeline and set a keyframe.



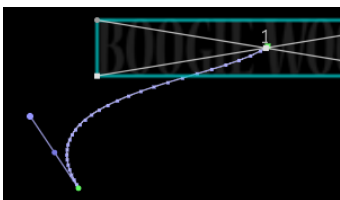
8. Now move the playhead to the end of the boogie woogie clip and move the clip to just beyond the center of the canvas window. You should see a purple line stretch between your keyframe positions.



9. Now grab a key frame on a corner of the boogie woogie clip and scale it up so it goes slightly off the screen.



10. Add a bezier curve to the first key frame to create a swooping motion path for the title. Control click the green keyframe, select "linear" and play with the blue handles till you get a swoop motion you like.



- Now we will adjust the opacity of the clip by setting keyframes on the opacity bar. Click on the clip overlay button to see the opacity bar on the boogie woggie clip.



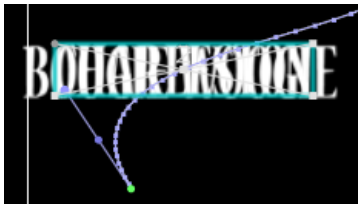
- Using the pen tool on the toolbar, we will add 4 keyframes on the opacity bar on the clip. We want to give the effect that the clip fades in and fades out, so set key frames near the beginning and end of the clip and then go back and pull down the keyframes at the end.



- Now copy (apple c) the boogie woggie clip in the timeline and “control” click on the charleston clip. Select Paste Attributes and select basic motion and opacity.

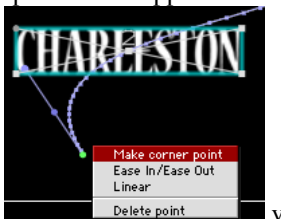


- Now if you turn on the charleston clip, you should see that it follows the exact changes in motion, scale, and opacity as the boogie woggie clip. All we need to do now is change its motion path.



- Turn the boogie woggie clip off and double click the charleston clip and load it into the viewer. Make sure image and wireframe is selected in the canvas window

- “Control” click on the first key frame of the charleston clip in the canvas and select “make corner point.” Your swoop should disappear.



- Reposition the green keyframes so that the motion path for charleston begins and ends where you want them to.



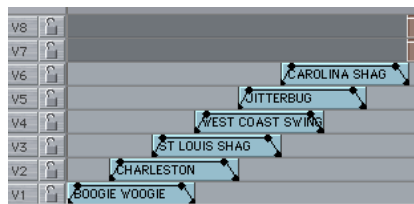
18. Reapply the bezier handle by control clicking the first green keyframe and working out the angle. Turn on the boogie woogie clip to check your work and see if you need any fine tuning.



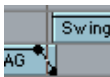
19. Now that we have the all the properties correct on our first two clips, we can paste their attributes on to the remaining clips that need to follow the same paths.
20. Select and copy Boogie Woogie on V1 and paste its attributes onto the titles on V3 and V5 by control clicking the clips, selecting paste attributes and selecting basic motion and opacity just as before.
21. Select and copy Charleston on V2 and paste its attributes onto the titles on V4 and V6 by control clicking the clips, selecting paste attributes and selecting basic motion and opacity just as before.



22. Now we are ready to spread the titles out along the timeline so they come in at alternating times.
23. Select all the clips, except for boogie woogie, and type in +100 on the keyboard. All your clips should have moved forward one second. Select the clips above the charleston and keep repeating till the clips are evenly spread out along the timeline.



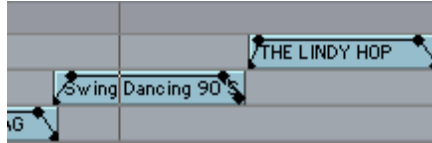
24. If you refer back to the clip "intro.mov", you'll notice that the next title to come up is the "swing dancing in the 90's" title. The title fades in and scales up and then fades out.  
 1<sup>st</sup> Position the "swing" title just as the carolina shag piece is fading out.



- 2<sup>nd</sup> Double click the "Swing" title to make it your active clip and make sure "image and wireframe" is selected.
- 3<sup>rd</sup> Grab one of the corners of the wireframe on the swing dance title in the canvas window and shrink the image down.



25. The last title in the sequence is the “Lindy Hop” title which simple fades in and fades out.
  - 1<sup>st</sup> Position the “LindyHop” title just after “Swing Dancing in the 90’s”.
  - 2<sup>nd</sup> Click on the “clip overlays” button and set key frames for opacity with the pen tool.



## 7.Finishing touches to Final Animation

1. Nest the Title Animation into your Final Animation
  - 1<sup>st</sup> Create a new track “V5” and grab the “title animation” and place it into the final animation one second after the blue dancers.mov and circles.psd.
  - 2<sup>nd</sup> Add cross dissolves to the heads and tails of all clips on V1 through V4.
  - 3<sup>rd</sup> Make sure that your background fades out slightly before your “Lindy Hop Title”



2. Add the Music
  - 1<sup>st</sup> Grab the audio entitled “jumptown.aiff” and place it down on A1 and A2.
  - 2<sup>nd</sup> Add Audio transitions to both beginning and ending of the sound file by going to the effects tab and selecting audio transitions “cross fade 0db”

Your finished sequence should look like the one below. Render it out and congratulations you’re done!

