

## A BASIC GUIDE TO FINALCUT FILES

A FinalCut project is made up of several components, all of which need to be together and not moved for your project to open.

### PROJECT FILE

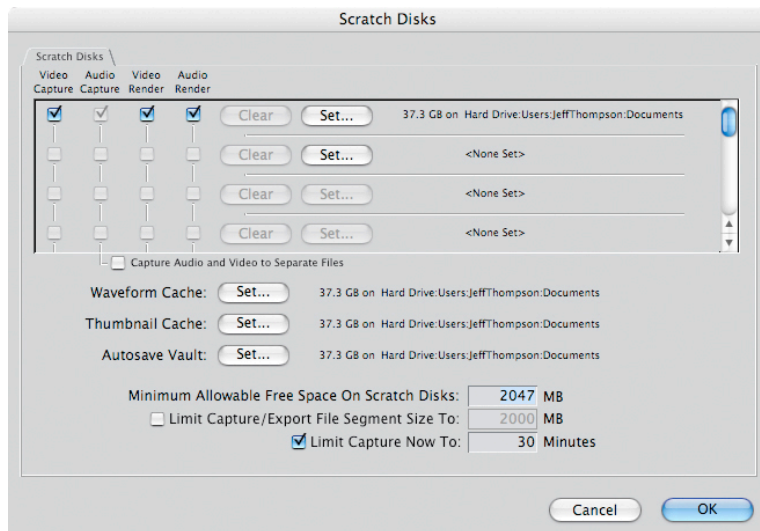
Essentially a text file which contains no actual video or audio; as a result the project file is very small (a few hundred kilobytes). This file calls up video files stored elsewhere on the computer and tells FinalCut to play one video for so long, then another, etc. *A project file alone will NOT open without the other components!*

### SCRATCH DISKS

There are seven other kinds of files you need to save in order to have a full video project. It is best to save these in the same location for all your video projects. Be sure to reset these locations *before* you start working, as the person before you has probably set them to somewhere else. If these are moved, your video or audio won't show up next time you try to edit. You have to do this *every time*.

If you work on the server, I recommend setting the scratch disks in your personal folder server (could be in a folder titled "Scratch Disks" or something like it); if you work on your own computer FinalCut will automatically start these in your Documents folder.

To change the scratch disks, go to FinalCut, System Settings...



#### Video and Audio Capture

The location that imported video and audio clips are saved.

#### Video and Audio Render

When parts of your project are rendered (video that can't play back in real time such as effects and transitions) the new video and audio are saved here.

#### Waveform Cache

Saves the waveform (a visualization of audio) for preview and editing.

#### Thumbnail Cache

Saves the preview images of your video clip.

#### Autosave Vault

FinalCut will automatically save your project periodically in case of a crash. Your existing project isn't saved over, so FinalCut temporarily saves a copy to this folder. These are Project Files so they don't take up much space.