

How You Use the Canvas

In Final Cut Pro, the Canvas is the equivalent of a record monitor in a tape-to-tape editing suite; it displays the video and audio of your edited sequence during playback.

When you open a new sequence, it appears simultaneously in tabs in both the Canvas and the Timeline. The Canvas playhead mirrors the position of the Timeline playhead, and the Canvas displays the frame at the playhead's current position in an open sequence. If you move the Timeline's playhead, the frame displayed in the Canvas changes accordingly. If you make a change in the Canvas, it's reflected in the Timeline.

The controls in the Canvas are similar to those in the Viewer, but instead of navigating and playing back individual clips, the controls in the Canvas navigate the entire sequence currently open in the Timeline.

Before you can work in the Canvas, it must be the currently selected, or active, window. Otherwise, any commands or keyboard shortcuts you use may perform the wrong operations. To display the Canvas, you must open a sequence from the Browser (see *Opening, Selecting, and Closing Sequences in the Canvas* for more information).

Note: Most of the commands you use in the Canvas also work in the Timeline.

To make the Canvas window active

Do one of the following:

- Click the Canvas.
- Press Command-2.
- Press Q to switch between the Viewer and the Canvas.

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Opening, Selecting, and Closing Sequences in the Canvas

Sequences are represented by tabs in the Canvas and Timeline. All controls and commands in the Canvas affect only the sequence in the foreground.

To open a sequence in the Canvas

Do one of the following:

- Select the sequence in the Browser, then choose View > Sequence in Editor.
- Control-click the sequence in the Browser, then choose Open Timeline from the shortcut menu.
- Double-click a sequence in the Browser.
- Select the sequence in the Browser, then press Return.

If you have more than one sequence open in the Canvas, the tab in front is the active sequence.

To make a sequence active in the Canvas

- Click a sequence's tab to bring it to the front.

To close a sequence in the Canvas

Do one of the following:

- Click a sequence's tab to bring it to the front, then choose File > Close Tab.
- Control-click the tab, then choose Close Tab from the shortcut menu.
- Click a sequence's tab to bring it to the front, then press Control-W.

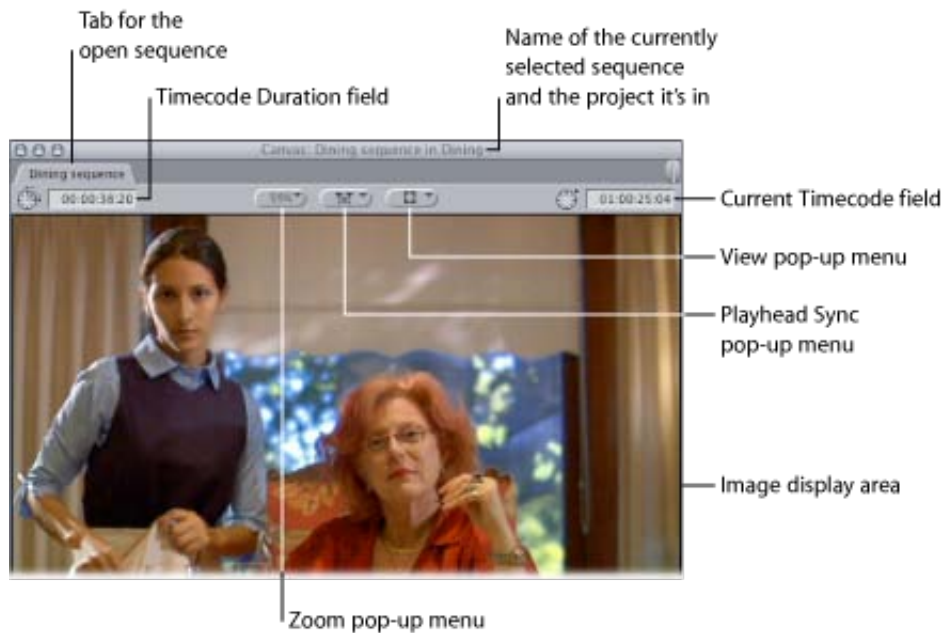
When you close the tab of a sequence in the Canvas, its corresponding tab in the Timeline also closes.

Learning About the Canvas

The following is a summary of the controls in the Canvas.

Controls in the Top Part of the Canvas

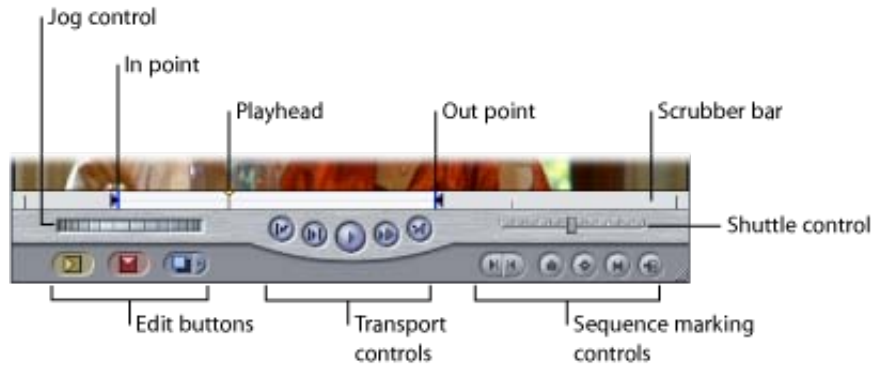
The top part of the Canvas has the following controls.



- **Tabs:** Each tab in the Canvas represents an open sequence, and has a corresponding tab in the Timeline.
- **Timecode Duration field:** This field shows the current duration between the sequence In and Out points. You can change the duration here, which automatically adjusts the sequence Out point.
- **Zoom pop-up menu:** This pop-up menu lets you enlarge or shrink the image that appears in the Canvas. Choose a zoom level of 100 percent to see the image in full quality. When you resize the window, you can also change the zoom level. However, when resizing the window, it's possible to resize the window to a zoom level that appears to be 100 percent, but is actually slightly above or below 100 percent, displaying a less than full-quality image. To ensure a full-quality display, choose 100 percent from the Zoom pop-up menu. You can also assign the 100 percent zoom level to a custom keyboard command and use it to quickly reset the zoom level to 100 percent.
- **Playhead Sync pop-up menu:** The Playhead Sync pop-up menu gives you options for locking the movement of the playheads in the Viewer and the Canvas together in different ways while scrubbing through clips. For more information, see Matching Frames and Playhead Synchronization.
- **View pop-up menu:** This pop-up menu allows you to control display options such as timecode and marker overlays, as well as the background color for transparent pixels.
- **Current Timecode field:** This field displays the timecode of the frame at the current position of the playhead. You can enter timecode numbers here to navigate to a new position in your sequence.
- **Image display area:** This is the area of the Canvas where you can see the video from your sequence playback.

Controls in the Bottom Part of the Canvas

The bottom part of the Canvas has the following controls.



- *Jog and shuttle controls:* These controls let you navigate more precisely within your sequence.
- *Editing controls:* The edit buttons and the Edit Overlay allow you to perform different kinds of edits when you add the clip in the Viewer to your sequence.
- *In point and Out point:* You can set sequence In and sequence Out points in the Canvas or Timeline. You can use these as placement points to determine where clips are placed in the Timeline destination tracks when you're doing three-point editing. For more information, see [Setting Edit Points for Clips and Sequences](#).
- *Playhead:* The position of the playhead corresponds to the currently displayed frame. You can move the playhead to go to different parts of a sequence.
- *Transport controls:* You use these controls to play a sequence and to move the playhead within your sequence. The position of the playhead corresponds to the currently displayed frame.
- *Sequence marking controls:* These controls are used to add sequence In and Out points, markers, and keyframes.
- *Scrubber bar:* The scrubber bar represents the entire duration of a sequence. You can click anywhere in the scrubber bar to automatically move the playhead to that location.

Editing Controls in the Canvas

You can perform five basic types of edits in the Canvas to place a clip displayed in the Viewer into the current sequence. The clip is placed in the Timeline according to the In and Out points set in the clip and the sequence, following the rules of three-point editing. The basic edit types are:

- *Overwrite*: Replaces the clip items in the destination sequence track with the clip in the Viewer.
- *Insert*: Pushes clip items in the sequence forward to accommodate the clip from the Viewer.
- *Replace*: Replaces the clip item beneath the Canvas/Timeline playhead with the clip in the Viewer, using the playhead position in both windows as a synchronization point.
- *Fit to Fill*: Speeds up or slows down the clip in the Viewer to fit between the In and Out points set in the Canvas and Timeline.
- *Superimpose*: Edits the clip in the Viewer into a track above the sequence clip that intersects the playhead.

Variations of overwrite and insert edits, called *overwrite with transition* and *insert with transition*, add the default transition when you perform the edit. This allows you to perform transitions such as dissolves in a single move. These edits are covered in much more detail in Three-Point Editing.

You can use the Canvas editing controls to perform edits. Once you've marked a clip in the Viewer with In and Out points defining how much of that clip you want to use, you can use the Edit Overlay or the edit buttons at the bottom of the Canvas to perform the edit.

Edit Overlay

The Edit Overlay appears only when you drag clips from the Browser or Viewer to the image area of the Canvas. The Edit Overlay appears translucently over the image currently in the Canvas.

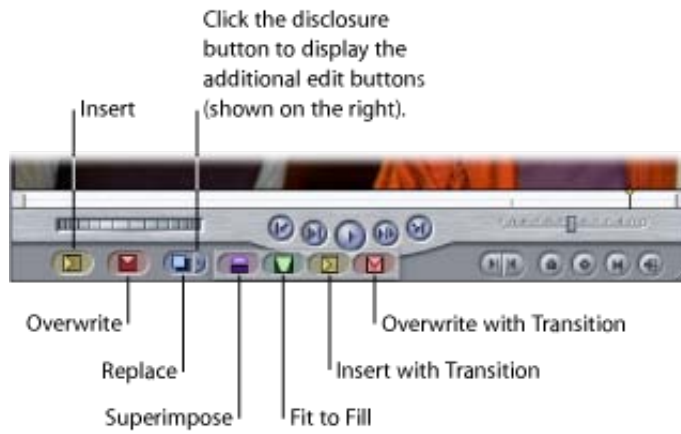


There are seven sections in the Edit Overlay. If you simply drag your clip to the image display area to the left of the Edit Overlay, an overwrite edit is performed. To perform any of the other edits, drag your clip to the overlay area for the edit you wish to perform.

You'll know that the clip you're dragging is over a specific overlay when a colored outline appears around the border of the overlay.

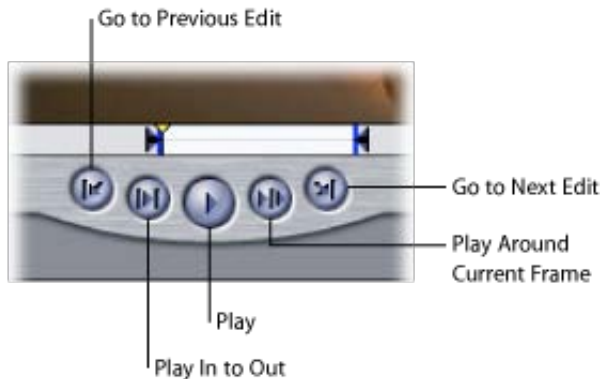
Edit Buttons in the Canvas

Instead of dragging clips to the Canvas, you can click one of the edit buttons to edit the clip in the Viewer into your sequence. (You can also drag clips to the edit buttons to perform the same edits.)



Transport Controls in the Canvas

Transport (or playback) controls let you play sequences in the Canvas, as well as move the playhead in the Timeline. These controls play clips and sequences at 100 percent (or 1x) speed. There are keyboard shortcuts for each control.

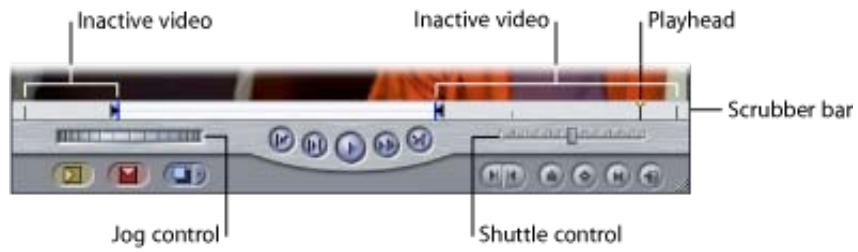


Note: Similar controls also appear in the Viewer, Log and Capture, and Edit to Tape windows.

- *Play (Space bar)*: Plays your sequence from the current location of the playhead. Clicking it again stops playback.
- *Play In to Out (Shift-Vertical Bar)*: Moves the playhead to the current In point of a sequence and plays forward from that point to the Out point.
- *Play Around Current Frame (Backslash)*: Plays the selected sequence “around” the current playhead position. When you click this button, playback begins before the playhead position based on the value in the Preview Pre-roll field in the Editing tab of the User Preferences window. Playback continues through the original position of the playhead, and then continues for the amount of time specified in the Preview Post-roll field. When you stop playback, the playhead jumps back to its original position. For more information, see [Choosing Settings and Preferences](#).
- *Go to Previous Edit (Up Arrow) and Go to Next Edit (Down Arrow)*: These controls are primarily used for quickly navigating from one edit point to the next in the Canvas. The Go to Previous Edit and Go to Next Edit buttons move the playhead to the previous and next edit points in the sequence, relative to the current playhead position. If you have In and Out points set in your sequence, the Go to Previous Edit and Go to Next Edit buttons navigate to these points as well.

Playhead Controls in the Canvas

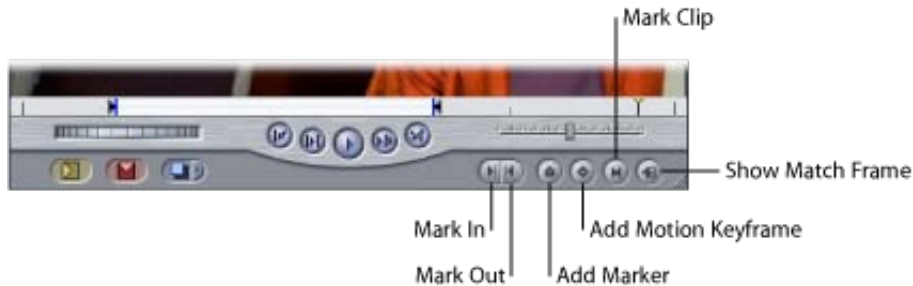
The Canvas provides a number of controls for moving the playhead in a sequence quickly and easily.



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Marking Controls in the Canvas

Marking controls let you set In and Out points, add markers and keyframes, and navigate to matching frames in master or affiliate clips. (This is called performing a *match frame*.) There are keyboard shortcuts for each control.



- **Mark In (I):** Click to set the In point at the current position of the playhead.
- **Mark Out (O):** Click to set the Out point at the current position of the playhead.
- **Add Marker (M):** Click to add a marker at the current playhead position. While editing, you can use markers to make notes about important points in your sequence, such as areas to change, potential edit points, or sync points. Markers can be added to sequences in the Canvas and Timeline. For more information, see [Using Markers](#).

Important: If a clip is selected in the Timeline, and the playhead touches that clip, a marker is added to the sequence clip, not the sequence.

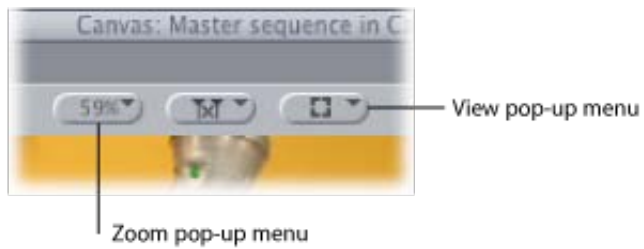
- **Add Motion Keyframe (Control-K):** Click to add a keyframe to the current clip at the position of the playhead. This button adds keyframes for clip parameters such as Scale, Rotate, Crop, Distort, and so on.

By default, this button sets keyframes for all motion parameters at once. To add keyframes for individual motion parameters, Control-click this button and choose a motion parameter from the shortcut menu. For more information, see [Adjusting Parameters for Keyframed Effects](#).

- **Show Match Frame (F):** When you click this button, the frame you see in the Canvas appears in the Viewer. Specifically, the master clip for the sequence clip that intersects the Canvas/Timeline playhead is opened in the Viewer. The Viewer playhead is set to the frame shown in the Canvas, and the In and Out points for the sequence clip are set in the master clip in the Viewer. This allows you to easily get back to the master clip for any affiliate clip, in case you want to use the footage for another purpose, or if you want to see the original video and audio clip items of the master clip. For a more comprehensive discussion of the Match Frame controls, see [Matching Frames and Playhead Synchronization](#).
- **Mark Clip (X):** Click to set In and Out points at the boundaries of the clip that currently intersects the Canvas/Timeline playhead. The clip on the lowest-numbered track with Auto Select turned on is used.

Zoom and View Pop-Up Menus in the Canvas

The two pop-up menus near the top of the Canvas let you quickly select the magnification level and a viewing format to control the way media in the Canvas is displayed. These menus are also present in the Viewer, and the options are the same. For details, see [Zoom and View Pop-Up Menus in the Viewer](#) in the Viewer Basics chapter.



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