

Final Cut Pro 5 Quick Reference

There are four main windows in Final Cut Pro: (1) Browser, (2) Viewer, (3) Canvas, and (4) Timeline. Final Cut Pro offers several methods for performing different video editing tasks. Some people work fastest using keyboard shortcuts; others prefer to use their mouse to access the menu bar or shortcut menus.

This quick reference card shows the default keyboard commands. Using the keyboard shortcut layout, you can change these commands to suit your needs.

To customize the keyboard shortcut layout, choose Tools > Keyboard Layout > Customize (

| Option + | P | Default | Default | P | Default | P | Default | Defa



General

Open File 👩 * + 0

New Project $\begin{bmatrix} shift \end{bmatrix} + \begin{bmatrix} 3 & \mathcal{H} \end{bmatrix} + \begin{bmatrix} N \end{bmatrix}$

New Sequence ♂ # + N

Save (3 #)+[s

Save All [option] + [c #] + [s]

Undo (3 #)+[Z

Redo shift + (3 %) + (2)

Select All (3 #)+A

Deselect All shift + (3 %) + (4 %)

Copy (3 #)+[C]

Cut (Lift to Clipboard) (3 % +)

Paste Insert shift + v

Paste (Overwrite) (3 #)+[/

Duplicate option + option

Print to Video $\boxed{\it control} + \boxed{\it M}$

Show User Preferences option + a

Layouts

Button List Window option + J

Custom Layout 1 shift + U

Custom Layout 2 option + U

Show Audio Meters option + 4

Show Audio Mixer $\[\boxed{\textit{option}} + \boxed{\textit{6}} \]$

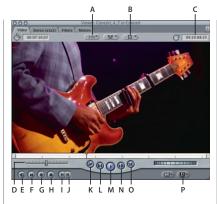
Show Frame Viewer option + 7

Show QuickView option + 8

Show Video Scopes g

Show Voice Over option +

Standard Layout Control + U



Viewer and Canvas

General

A. Fit to Window shift + ZZoom In $3 \times 4 = 3$

Zoom Out 🐧 #

B. Show Overlays $\underbrace{control} + \underbrace{control} + \underbrace{W}$ Show Timecode Overlays $\underbrace{control} + \underbrace{Z}$

E. Show Match Frame F

F. Mark Clip X

G. Add Motion Keyframe $\boxed{_{control}} + \boxed{_{K}}$

I. Mark In /

J. Mark Out 🕡

K. Go to Previous Edit 💪 or ↑

L. Play In to Out shift +

M. Play Forward space

N. Play Around Current Frame \(\)

O. Go to Next Edit / or 🗼

P. Open Text Generator control + X

Close Tab [control]+[W]

Show Viewer (3 #)+[1

Compositing

B. Toggle Wireframes $\[\[\] \]$

Nudge Down (Wireframe view) option +

Nudge Left (Wireframe view) | option | + | ---

Nudge Up (Wireframe view) option +

Navigation

C. To navigate using timecode, enter a timecode value and press return

D. Rewind J

Rewind Faster: Press 📝 repeatedly

Stop <a>K

Play Forward [_

Slow Motion Forward $\[\kappa\] + \[\iota\]$

Slow Motion Backward J+K

Forward One Frame: Hold $\[\[\]_{\mathcal{K}}\]$ and tap $\[\[\]_{\mathcal{L}}\]$

Reverse One Frame: Hold $\[\[\]_{\mathcal{K}}\]$ and tap $\[\]_{\mathcal{J}}\]$

Go Back Two Edits control + 6

Go Back One Frame 🚛

Go Back 1 Second shift +

Go Forward Two Edits | control + g

Go Forward One Frame

Go Forward 1 Second Shift + →

Go to In Point shift +

Go to Next Keyframe shift + K

Go to Out Point shift + 0

Go to Previous Keyframe option + K

Looping Playback control + L

Play Every Frame option +

Play Reverse shift + space

Play to Out shift + P

Select In to Out $\underbrace{option} + \underbrace{A}$

View Item in Editor option + return

Markers

H. Add Marker M

Delete All Markers | control + \

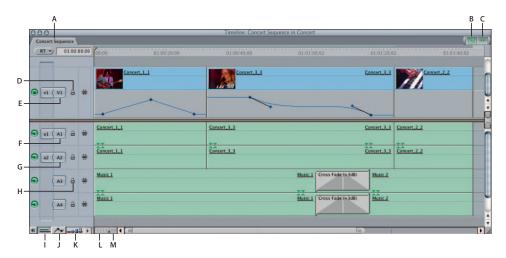
Delete Marker 🐧 🕱 + 🕻

Edit Marker Option + 3 # + M

Extend Marker option +

Next Marker shift +

Previous Marker shift +



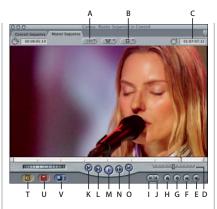
Timeline

General

- A. Close Tab control + W
- B. Linked Selection shift +
- C. Snapping N
- D. Lock Video Track | F4 | plus track number
- E. Set Video Destination F6 plus track number
- F. Set Audio Destination 1 $\overline{F7}$ plus track number
- G. Set Audio Destination 2 F8 plus track number
- I. Toggle Filter/Motion Bars, Speed Indicators, and Keyframe Editor $order | f |_{Option} + f$
- J. Toggle Clip Overlays option + w
- K. Toggle Timeline Track Height shift $+ \tau$
- L. Zoom In option +=
- M. Zoom Out option +
- Add Audio Transition $\sqrt{Option} + \sqrt{3} + \sqrt{7}$
- Add Edit | control + | V
- Add Video Transition 🐧 # + 7
- Clear Audio Destination 1 shift + F7
- Clear Audio Destination 2 shift + F8
- Clear In option +
- Clear In and Out option + X
- Clear Out option + 0
- Clear Video Destination shift $+ F_6$
- Create or Break Link (# + L

- Cut $\begin{bmatrix} 3 & \# \end{bmatrix} + \begin{bmatrix} \chi \end{bmatrix}$
- Extend Edit F
- Fit Sequence to Window $\int_{Shift} + Z$
- Go to Beginning of Media home
- Go to End of Media [end]
- Go to Next Edit or In/Out 🗼
- Go to Next Edit or In/Out shift + E
- Go to Previous Edit or In/Out ↑
- Go to Previous Edit or In/Out option + [E]
- Lock All Audio Tracks shift + F5
- Lock All Video Tracks shift + F4
- Mark Audio In option + 3 # + /
- Mark Audio Out $\left[\begin{array}{c} option \end{array}\right] + \left[\begin{array}{c} d \end{array} \right] + \left[\begin{array}{c} o \end{array}\right]$
- Mark In /
- Mark Out 0
- Mark Video In control +
- Mark Video Out | control + 0
- Modify Duration control + D
- Go to Next Edit /
- Go to Next Gap shift + G
- Nudge Left option +
- Nudge Left Many option + shift + -
- Nudge Right | option + | →
- Nudge Right Many (option) + (shift + →
- Paste Attributes option + v

- Go to Previous Edit ;
- Go to Previous Gap option + G
- Remove Gap [control] + G
- Render All: Audio and Video [option] + [R]
- Ripple Cut shift + χ
- Ripple Delete (no gap)
- Select In to Out [option] + [A]
- Select Nearest Edit 🗸
- Show Master Clip shift + F
- Show Timeline (3 #)+[3
- Toggle Stereo Pair option +
- Toggle Waveform Display $\left[\begin{array}{c} Option \end{array}\right] + \left[\begin{array}{cc} \mathcal{H} \end{array}\right] + \left[\begin{array}{cc} \mathcal{H} \end{array}\right]$
- Trim Minus /
- Trim Minus Many shift +
- Trim Plus 7
- Trim Plus Many shift +
- View Item in Editor option + return
- Markers
- Add Marker M
- Delete All Markers | control + |
- Delete Marker 🐧 # + ['
- Extend Marker option +
- Go to Next Marker shift +
- Go to Previous Marker shift +



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Canvas

Editing

- T. Insert Clip F9
- U. Overwrite Clip F10
- V. Replace Clip F11
- Add Level Keyframe [option] + [c * *] + [K]
- Clear In Option +
- Clear In and Out [option] + [X]
- Clear Out Option + 0
- Fit to Fill shift + F11
- Insert Clip With Transition shift + F9
- Mark Audio In $\left[\begin{array}{c} option \end{array}\right] + \left[\begin{array}{cc} & \mathscr{L} \end{array}\right] + \left[\begin{array}{cc} & \end{array}\right]$
- Mark Audio Out option + $3 \times 10^{\circ}$ + $0 \times 10^{\circ}$
- Mark Video In | control + /
- Mark Video Out control + 0
- Nudge Down [option]+[↓
- Nudge Left option + ...
- Nudge Right option +
- Nudge Up (option + ↑
- Overwrite With Transition shift + F10
- Show Canvas 3 # + 2
- Superimpose Clip F12

Browser

General

- Close Bins (list view) (---
- Close Tab control + W
- Find & #+F
- Find Next (in Find Results)
- Import File (3 # + /
- Item Properties 🐧 * + 9
- Logging Columns (list view) option + B
- New Bin ♂ # + B
- New Project $\begin{bmatrix} shift \end{bmatrix} + \begin{bmatrix} 3 & \# \end{bmatrix} + \begin{bmatrix} N \end{bmatrix}$
- New Sequence (3 # + N
- Open Bins (list view) ...
- Open Bin in New Tab option + enter
- Select Next Item (list view) 🗼
- Select Previous Item (list view)
- Sequence Settings $(3 \ \#) + [0]$
- Show Browser (#)+[4]
- Show Effects (3 # + 5
- Show Favorites (3 #)+6
- Standard Columns (list view) shift + B
- Toggle Browser View shift + H
- View Item in Editor option + return
- View Item in New Window shift + return

Multiclip

The following keyboard commands are available when you load the Multicam-Editing keyboard layout. Number keys shown are on the keypad.

Switch Video

- To Angle 1–9 \int_{1}^{π} to \int_{9}^{π}
- To Angle 10 0
- To Previous Angle Clear
- To Next Angle =

Cut Video

- To Angle 1–9 (3 #)+[1] to (3 #)+[g]
- To Angle 10 $3 \times + 0$
- To Previous Angle (3 # + clear
- To Next Angle (3 # + =

Switch Audio

- To Angle 1–9 $\frac{1}{\text{option}} + \frac{1}{1}$ to $\frac{1}{\text{option}} + \frac{1}{9}$
- To Angle 10 option + o
- To Previous Angle option + clear
- To Next Angle Option + =

Switch Video With Effects

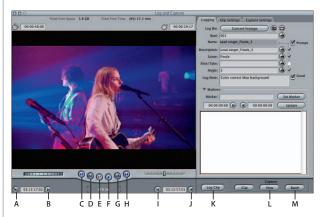
- To Angle 1–9 $\begin{bmatrix} shift \end{bmatrix} + \begin{bmatrix} 1 \end{bmatrix}$ to $\begin{bmatrix} shift \end{bmatrix} + \begin{bmatrix} g \end{bmatrix}$
- To Angle 10 shift + 0
- To Previous Angle shift + clear
- To Next Angle shift +=



Trim Edit

- A. Mark Out o
- B. Go to Previous Edit ;
- C. Trim Back Many shift +
- D. Trim Back ,
- E. Play In to Out shift +
- F. Play Around Edit Loop space
- G. Stop K

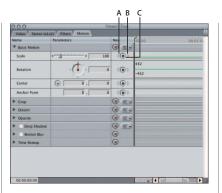
- H. Trim Forward [,
- I. Trim Forward Many shift +
- J. Go to Next Edit /
- K. Mark In /
- Navigate Using the $\[\] _{\[/ \] }$, $\[\[\] _{\[/ \] }$, and $\[\[\] _{\[/ \] }$ keys
- Show Trim Edit (3 #)+7
- Toggle Edit Type U



Log and Capture

- A. Go to In Point shift +
- B. Mark In /
- C. Rewind $\sqrt{} + \sqrt{}$
- D. Play In to Out shift +
- E. Stop/Pause K
- F. Play space
- G. Play Around Current Frame
- H. Fast Forward [L] + [L]

- I. Mark Out 0
- J. Go to Out Point shift + 0
- K. Log Clip F2
- L. Capture Now shift + C
- M. Capture Batch [control] + [c]
- Add Marker M
- Show Log and Capture 3 # + 8
- Stop Capture esc



Motion Tab

- A. Go to Previous Keyframe [option] + [K]
- B. Go to Next Keyframe shift $+ \kappa$
- C. Add Motion Keyframe Control + K
- Next Field [tab

Effects

Rendering

Render All option + R

Render Selection/In to Out $(3 \ \#) + [R]$

Suspend Rendering in Viewer/Canvas Caps lock

In Timeline

Add Audio Filter Favorite #1 | control + shift + 4

Add Default Audio Transition [aption] + [c #] + [r]

Add Default Video Transition 🐧 # + 7

Add Motion Path Favorite #1 $\frac{1}{control} + \frac{1}{shift} + \frac{1}{s}$

Add Video Filter Favorite #1 | control + shift + 2

Duration $\left[\begin{array}{c} control \end{array}\right] + \left[\begin{array}{c} D \end{array}\right]$

Make Favorite Motion Control + F

Nest Items [option] + [c]

Speed (3 #)+[/

Toggle Clip Keyframes Area option + τ

In Viewer

Make Freeze Frame shift + N

Toggle Color Corrector Filter Enable | control + 1

Tools and Modifier Keys



Tool		To select tool	Tool + Cmd key	Tool + Shift key	Tool + Option key
· k	Selection	A	Select Additional	Select Range	Link On/Off
· No	Selection on Point		Gear Down	Unconstrained	Delete Point
· k	Selection on Line Segment		Gear Down	Adjust Line Segment	Add Keyframe
	Edit Selection	G	Select Additional	Ripple Tool	Link On/Off
	Group Selection	G+G	Select Additional	Select Additional	Link On/Off
=	Range Selection	G+G+G			Link On/Off
+	Select Track Forward	Т		All Forward	Link On/Off
+	Select Track Backward	T+T		All Backward	Link On/Off
\leftrightarrow	Select Track	T+T+T			Link On/Off
₹	Select All Tracks Forward	T+T+T+T		Track Forward	Link On/Off
*	Select All Tracks Backward	T+T+T+T+T		Track Backward	Link On/Off
8	Roll	R	Select Additional	Ripple Tool	Link On/Off
Φ	Ripple	R+R	Select Additional	Roll Tool	Link On/Off
ΦΦ	Slip	S	Gear Down	Select Clip	Link On/Off
ФÞ	Slide	S+S	Gear Down	Select Clip	Link On/Off
	Time Remap	S+S+S	Gear Down	Scrub/Snap to 10%	Move Frame to Time
	Razor Blade	В		Razor Blade All	Link On/Off
	Razor Blade All	B+B		Razor Blade	
Sus	Hand	Н	Zoom In		Zoom Out
•	Zoom In	Z	Hand Tool	Zoom In Maximum	Zoom Out
Q	Zoom Out	Z+Z	Hand Tool		Zoom In
(II)	Scrub	H+H	Selection Tool	Selection Tool	
女	Crop	С	Opposite Sides	All Sides	
\Box	Distort	D	Perspective		Resize
_	Pen	Р	Smooth On/Off	Adjust Line	Delete Point
_	Pen on Point		Gear Down	Move Point	Delete Point
_	Pen on Line Segment		Gear Down	Adjust Line Segment	
Δ_{-}	Delete Point	P+P			Pen
₾_	Delete on Point		Gear Down		Pen
	Delete on Line Segment		Gear Down	Adjust Line Segment	Pen
	Smooth Point	P+P+P			