Quick & Dirty Creative Commons Minute Remixes

For your first remix, you’ll be working with two sets of creative constraints:

• All of your video and sound must be creative commons licensed. We will go over resources for creative commons video and audio resources in class, as well as how to download and import files into final cut.
• Your remixes must be no more than a minute long.

Other than that, follow the guidelines in the General Remix Guideline sheet, and have fun exploring the possibilities of remix with Final Cut!
Hard Drive Setup:

Below is a suggested organizational structure for your external hard drives. Meet with Ethan or Matt if you need help setting up your folder structure.

- Connect your hard drive to the back of the iMac in Axinn 105 using the supplied USB 3.0 cable.

- The Hard Drive icon will mount on the desktop and should be named “FMMC_GTechHD_XX”.

Suggested Organizational Structure:

FMMC_GTechHD_XX – (this is the top level of your external hard drive)
  - MyProjectName (you should have one for each assignment)
    - Converted Media – (you need to create this folder)
      - Video – (you need to create this folder)
        - MyClip1.mov (prores422 file)
        - MyClip2.mov (prores422 file)
      - Audio – (you need to create this folder)
        - MyAudio1.aiff (aiff file)
        - MyAudio2.aiff (aiff file)
    - Exports – (you need to create this folder)
      - MyAwesomeMovie.mov – (your finished remix)
  - Original Media – (you need to create this folder)
    - Video – (you need to create this folder)
      - MyOriginalClip1.mp4 (mp4 file)
      - MyOriginalClip2.flv (flash file)
    - Audio – (you need to create this folder)
      - MyOriginalAudio1.mp3 (mp3 file)
      - MyOriginalAudio2.wav (wave file)
  - MyFCPFILE.fcpevent – (created the first time you save in fcp)
**Workshop Recap** – How To Create a Remix Video

1) Research
2) Gather Content
3) Convert
4) Edit
5) Upload

**Research:**

You are on your own on this one. Spend enough time watching remix videos and coming up with a concept that will be worth putting all of this work into!

**Gather Content:**

For this assignment you are restricted to using Creative Commons Licensed media that you will find on the web. I have included a number of web sources below, but you can use any cc licensed media that you find from any source.

**Video Content:**

Youtube - The best way to search through more than 4 million creative commons videos on Youtube is directly from the creative commons website.

1) Browse to [search.creativecommons.org](http://search.creativecommons.org)
2) Select Youtube from the available media sources
3) Input a search term and deselect the “use for commercial purposes” checkbox
4) Once you have selected a video that you would like to use in your remix. Click on the “Show more” tab

5) Verify that the clip is cc licensed

6) If you would like to download the video using Firefox follow instructions 7-9

7) To enable the Video Download Helper Plugin click on Tools->Addons from the Firefox top menu. Browse to “Extensions” and locate Video Download Helper. Choose “Enable”. Restart Firefox.

8) While on the page of the video that you want to download, locate your Video Download Helper Plugin Icon in the toolbar of your firefox browser

9) Click on the down arrow next to the Plugin Icon and select the file that you want to download. Typically you are looking for the highest resolution (highest number) and when you have a choice between .MP4 and .FLV always choose .MP4

10) Repeat these steps for all of the content that you want to get from Youtube.
1) Click on Moving Images from the Navigation Menu

2) Click on Community Video from the Sub-Menu

3) Type something into the search box

4) Select a clip from the choices

5) Verify that the clip is cc licensed. There are many different cc licenses on archive.org so make sure that the clip allows for derivatives (can remix) or is public domain.

   A collection of five sections generated on an Amiga A500+ home computer and recorded to VHS in 2000.

   This movie is part of the collection: Community Video

   Producer: ClaudiusMaximus
   Audio/Visual: no sound, color
   Keywords: Experimental; Live Performance; Computers: Amiga A500+; Computers: Software: Electronic Arts: DPaint
   Contact Information: http://claudiusmaximus.tk/gloriousclaudiusmaximus@yahoo.co.uk
   Creative Commons license: Attribution-NonCommercial-ShareAlike

6) Browse the list of download choices and download the highest quality clip. Again usually you should choose .Mp4

7) Also checkout the Prelinger Archives in the sub menu for a great source of public domain videos.
1) Scroll to the bottom of the page and select “Video Gallery”

2) Search for or browse the videos

3) Verify that the video is Public Domain

4) Download the .mp4 file by right clicking the link and selecting “Save Link As”
1) Choose the appropriate creative commons category to browse through Attribution License

2) Select the magnifying glass icon to “search within these results”

3) Input your keyword to search

4) Once you have selected the video that you would like to download verify that the video has a cc license

5) Click on the “Download” button and select the highest resolution download available or the resolution that matches your project resolution
Any video clips that you get from the internet or from elsewhere have certain characteristics that are important to consider when editing and creating Remix Videos. I’ve outlined some of the most important characteristics below and have described what they mean to us as Remix artists.

**File Formats** – Video files come in many flavors. Mp4, mov, ogg, flv, wmv are a few of the many file formats that you may run into when gathering content from the internet. While Final Cut Pro X can work with most of these files natively, some will need to be converted into a common file format that is ideal for editing. FCPX transcodes everything into the ProRes 422 codec in the background so it makes sense to convert to that format if you run into a video that FCPX cannot read natively.

**Aspect Ratio** – Aspect Ratio refers to the ratio of the width of a video file to the height of the video file. The most common video aspect ratios are 4:3 (20th century) and 16:9 (more modern). Additionally 1.85:1 and 2.39:1 are common for motion pictures. This Wikipedia link has more info: [http://en.wikipedia.org/wiki/Aspect_ratio_%28image%29](http://en.wikipedia.org/wiki/Aspect_ratio_%28image%29)

The most important thing to look out for with aspect ratios is that they remain consistent to their original ratio as you convert them and edit them. As I showed with the batman clip in class it is common for videos to get “stretched” or “squished” and it can detract from your remix videos.

Letterboxing refers to black bars at the top and bottom of the screen and they are used to show wider aspect ratios such as 1.85:1 or 2.39:1 on a screen that is only natively a 16:9 ratio. In order to show the full frame without cropping or stretching the image black bars are added to show it as it was intended to be.

Pillarboxing refers to black bars on the left and right side of the image to show 4:3 content on a native 16:9 screen. Again the bars are introduced so as not to stretch the image to fill the screen.

As we get more advanced we may use cropping or scaling to have our media match so as not to jump back and forth between fullscreen, letterboxing, and pillarboxing.

**Resolution** – Resolution refers to the physical image size and the amount of pixels represented on the screen. As I mentioned in class a good strategy is to decide what resolution most of your content is going to be and then to try to match resolutions as much as you can.

The most common High Definition resolutions are 1920x1080 and 1280x720. The most common Standard Definition resolutions are 720x480 and 854x480. Often times you will find much smaller resolutions on the web.
Frame Rate – Frame rate refers to the number of frames per second that show during playback. The most common frame rates are 29.97 and 23.98, but it is important to be aware of the framerate of your content because you will be locked into one framerate while editing a sequence in Final Cut Pro. Again, a good strategy is to match your sequence settings to the majority of your media.
Audio:

Vimeo Music Store - [https://vimeo.com/musicstore](https://vimeo.com/musicstore)

1) Click “Advanced Filters”

2) Make sure the “Price Range” is set to “Free” and the “License” is set to “A Creative Commons License.”

3) You can search by Genre, Mood, Tempo, Instrumentation, or Sound Effects. Make a selection and preview tracks.

4) When you’ve selected a track. Click download.

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The Hungry Stones

by MV + EE
1) Enter something into the search box

2) Make a selection from the audio files that are returned

3) Confirm that the track is cc licensed

4) Note the audio file characteristics (type, size, sample rate)

5) You may need to log in to download the audio
1) Click on “Listen” in the front-page menu. Then select “Discover” from the Navigation Menu
2) Choose a track
3) Confirm cc license by selecting “Download”
4) Download the track
Audio Files also have characteristics that are important to consider when creating remix videos. I’ve outlined some of the most important ones below.

**Audio Formats** – The most common type of audio file that you will get from the internet is an mp3, but you will also see wav, aif, aiff, and others.

**Lynda Tutorials:**

- Get started with FCPX with Lynda - [Go.middlebury.edu/lynda](Go.middlebury.edu/lynda)
- Login with your Middlebury username and password
- Then click on this link to go directly to the FCPX tutorials - [http://www.lynda.com/Final-Cut-Pro-training-tutorials/201-0.html](http://www.lynda.com/Final-Cut-Pro-training-tutorials/201-0.html)

**Interface:**

> We went over this in class. If you have questions let me know!

**Importing:**

> File->Import – you can import single files or import your entire converted media folder

**3 point Editing:**

> We went over this in class, but the basic principle is finding a clip in the browser and double clicking it, which loads it into the viewer for you to preview the clip. You can trim the clip by setting in and out points by using the “I” and “o” keys on the keyboard. Click and drag the clip to the Canvas without releasing the mouse button. You will see some button overlays appear and I recommend using “Insert” for starters which will place the clip in the timeline where the playhead currently resides.

**1 minute Restriction:**

> You can tell how long your video is by pressing the “end” key on the keyboard to move your playhead to the end of your timeline and then by looking at the timecode in the top left corner of the Canvas. It displays Hours, Minutes, Seconds, Frames in the following format. HHMMSSFF.

**Shortening Audio:**
As mentioned in class you can set in and out points once the clip has been loaded into the viewer or you can grab the beginning or the end of the clip while it is in the timeline and drag the media to shorten it.

**Audio and Video Transitions:**

The fastest way to add a transition is to right click on the transition point in the timeline. You will see “Add Cross Dissolve” as an option. Alternatively you can click on “Transitions” from the side toolbar for Video Transitions.

**Markers:**

Tap “m” on the keyboard to make a marker. Keep in mind the marker will be placed on the active clip. If no clip is active the marker will be place in the timeline itself.

**Layering and Opacity:**

Layering is when you move certain video clips above your primary video layer in the timeline or (V1). Any layer above (ex. V2, V3) will show first. By default clips have an opacity of 0% but you can change this in the “Information” tab in the side menu so that you can see a blend of two or more clips in the timeline.

**Titles and Slugs:**

There is a small “T” icon in the side menu. Click on this, select the title of your choice, and drag it into your timeline. You can edit the title by double clicking on the clip and going through the menu options in the upper right corner.

**Fixing Aspect Ratio Issues:**

Contact Ethan or Matt to learn how to fix aspect ratios, as it can often be a custom job.

**Exporting:**

To export the file directly to your hard drive go to Share->Export Media. Leave all of the settings on their default mode and click “Next.” Select your hard drive’s “Exports” folder and then click “Save.”

**Uploading:**

You can export directly to Youtube or Vimeo from Final Cut X. To export, go to Share->Youtube/Vimeo. Enter your login information and then select “Next.”
Resources:

Labs: Axinn 105, Axinn Basement

Ethan Murphy: ethanm@middlebury.edu

Matt Lennon: mlennon@middlebury.edu

FMMC Production Hub: http://sites.middlebury.edu/filmsupport/

Lab Monitors: Sunday – Thursday (8:00PM-12:00AM) in the Axinn Basement

Lynda: Go/lynda

Your peers!