

## Print to Tape

In Final Cut Pro, the following is a quick checklist before you Print to Tape:

Before printing to tape there are a few things you want to do:

There's two ways to do this:

- I) using the print to video function in Final Cut Pro (FCP)
- II) simply recording on the deck while playing your project off the sequence timeline

For both options you will want to **RENDER YOUR PROJECT** :

- 1) Select all of the sequence (CMD +A) then
- 2) CMD + "R"; CMD+OPTION + R; OPTION R
- 3) Save your project now!

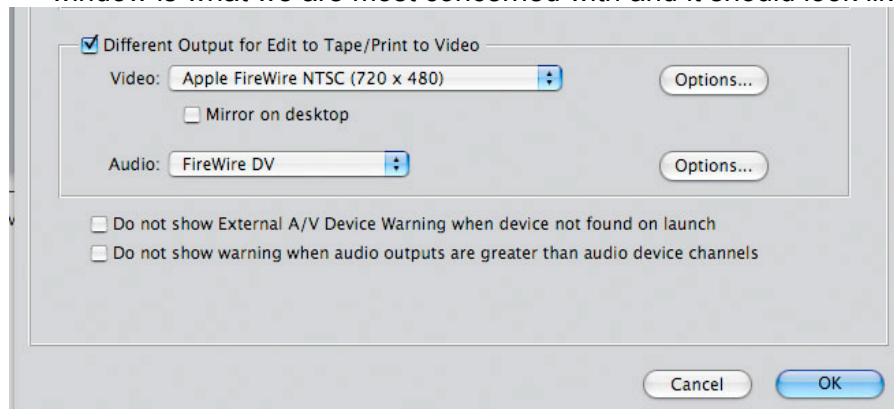
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### I) Using the print to video function in Final Cut Pro (FCP)

- 1) It is important to note that the PRINT to TAPE options are not Mirroring the video on the desktop (the computer monitor) and that the audio is being sent out via FireWire:

Go under the FINAL CUT PRO section of the FCP menu bar and select – AUDIO VIDEO SETTINGS - click on the **a/v devices tab** and make sure that both the radio buttons labeled “mirror on desktop during playback” are **NOT** selected. You should only see the video on the SONY NTSC monitor during the recording process. On this same preference tab, you should also make certain that the **Audio Playback is set to Firewire**.

The workflow dictates that all video and audio information be sent from the CPU to the DV/HDV deck via FireWire. The bottom half of that window is what we are most concerned with and it should look like this:



- 2) if you are not seeing video on the ~~EDPHUDGHEH~~ monitor: Go to VIEW on the FCP menu bar and select EXTERNAL VIDEO – under external video select ALL FRAMES - You might have to save your project, quit out of FCP and launch your project again before seeing the video on the SONY NTSC monitor
- 3) ~~LXVLQJDRQEDPHUD~~ make sure the ~~EDPHUD~~ on the “INPUT DV” selection – If it isn't, flip down that little panel on the front of the DVCAM deck and press the input select button until you see it say “INPUT DV” – if nothing happens when you press the input select button, check to make sure the deck is on LOCAL and not on remote.
- 4) make sure that everything in your project is rendered

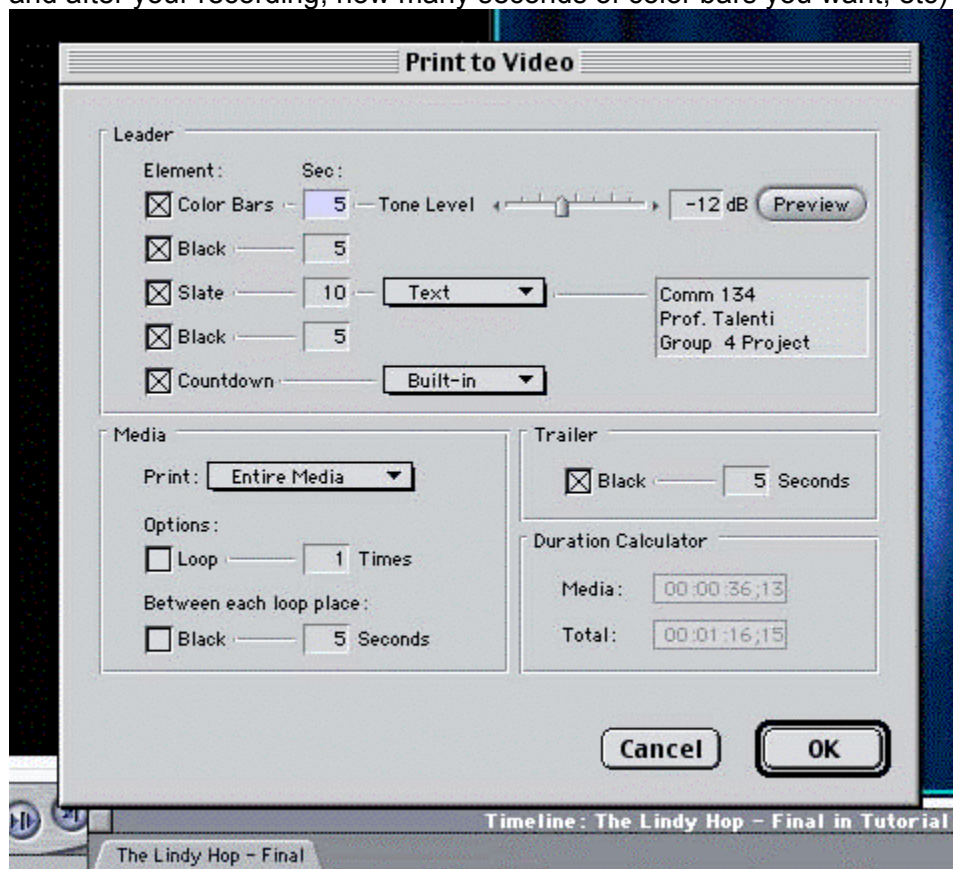
- 5) make sure you have your minidv tape in the deck and it is cued up to the point where you want to record. Do not rewind your tape all the way to the beginning – leave at least 10 seconds of blank tape before the place in the tape where your recording starts

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#### TO RECORD TO TAPE USING THE PRINT TO VIDEO FUNCTION:

Once you have completed the above steps,

- 1) Go under the FILE toolbar selection in FCP and select PRINT TO VIDEO – make your selections within print to video (how many seconds of black you want before and after your recording, how many seconds of color bars you want, etc)



- 2) After you select OK in the PRINT TO VIDEO box, the FCP program will prompt you to start the recording function on the deck
- 3) TO RECORD on the deck, first press down the RECORD button. While holding down the RECORD button, press down the PLAY button. You will see a little red light go on on the deck, indicating that it is in RECORD mode. Now your project will start playing. You will see it on the SONY NTSC monitor and the deck will record the project onto tape

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#### II) TO RECORD TO TAPE WITHOUT USING THE PRINT TO VIDEO FUNCTION:

- 1) have your project open and ready to play off the SEQUENCE timeline in FCP – all files must be rendered!
- 2) put the deck into record mode - TO RECORD on the deck, first press down the RECORD button. While holding down the RECORD button, press down the PLAY button. You will see a little red light go on on the deck, indicating that it is in RECORD mode.
- 3) Once the deck is in record mode, press the spacebar and your project will start playing in FCP. You should see your video on the SONY NTSC monitor –NOT ON THE COMPUTER MONITOR – make sure you have “mirror on desktop” deselected.

“Mirror on Desktop” must be de-selected and Audio must be routed via Firewire:

