

## FCPX: Split Screens

### Split Screen Lesson

1) **Import Media:** When creating your split screen remember:

- Stack all media wanted in the scene
  - The top clip is viewed first, use “v” to turn on/off visualizer
- Choose type of split screen

2) **Split Screen - Grid:** Equal sizing of clips creating a “table” of media

- For full screen split, crop all media the same
  - In the inspector window, open the crop menu or select the crop icon under the visualizer window
- Types of Grids
  - 2x2, 3x3, 5x5 (*others possible, but we don't have coordinates*)
- Know (discover) your scale of percentage reduction
- Know (discover your X (left/right) & Y (up/down))
  - Entering coordinates is much easier than dragging/sliding
- Grid Table Coordinates Below

3) **Split Screen - Unique:** Creating your own designs

- Stack intended media, crop media if needed
- Reduce view percentage in “viewer” window
- Open filter window next to transitions icon
  - Select a clip then select “masks” in the filter menu
  - Choose “Draw Mask” and apply it to clip
- In the viewer window, your cursor will turn into an ink pen icon
  - Create your desire shape and connect the two last point
  - You can invert the mask in the inspector window

4) **Split Screen - Stack:** Placing clips onto of each other without space/borders between

- Stack intended media
  - What is on top will be seen first
- Use the “Transform” or “Crop” folder in the inspector to manipulate your media
  - Use “scale” to increase/reduce size
  - Use the “x” and “y” axis to move up, down, left, and right

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5) **Grids:** Use these grids to help calculate your split screens for 1080pi projects

### 2 x 2 Grid

Scale = 49.85%

x value = 480

y value = 270

x = -480 y = 270	x = 480 y = 270
x = -480 y = -270	x = 480 y = -270

### 3 x 3 Grid

Scale = 33.4%

x value = 640 or 0

y value = 360 or 0

x = -640 y = 360	x = 0 y = 360	x = 640 y = 360
x = -640 y = 0	x = 0 y = 0	x = 640 y = 0
x = -640 y = -360	x = 0 y = -360	x = 640 y = -360

### 5 x 5 Grid

Scale = 19.75%

x value = 765, 382, or 0

y value = 433, 217, or 0

x = -765 y = 433	x = -382 y = 433	x = 0 y = 433	x = 382 y = 433	x = 765 y = 433
x = -765 y = 217	x = -382 y = 217	x = 0 y = 217	x = 382 y = 217	x = 765 y = 217
x = -765 y = 0	x = -382 y = 0	x = 0 y = 0	x = 382 y = 0	x = 765 y = 0
x = -765 y = -217	x = -382 y = -217	x = 0 y = -217	x = 382 y = -217	x = 765 y = -217
x = -765 y = -433	x = -382 y = -433	x = 0 y = -433	x = 382 y = -433	x = 765 y = -433