

Demo: Sound to Picture

Logic has a sound to picture feature allowing you to import a QuickTime movie directly into the logic timeline. This allows you to score the video directly while using the video as an immediate reference.

First step: find FPS rate of video to be scored

- Open movie in Quicktime Player
 - Window > Show Movie Inspector
 - Write down FPS value for Logic Pro setting later

Open Logic Pro:

- File new
 - Music for Picture (if available)
- OR
 - Empty Project
 - LCD menu > change to Beats & Time (SMPTE)
 - View menu (in tool bar) > Secondary Ruler
 - Show Global Tracks (button in track header)
 - Right-click > Configure global tracks
 - Check "Marker" and "Movie"
 - Uncheck everything else
- Save As
 - Copy the following files into your project
 - Check "Movie File"
 - Check anything else you think you will use
 - Save

Logic Settings:

- Adjust time code to display properly
 - File > Project Settings > Synchronization...
- Set framerate to **your** movie's framerate
- Set sample rate to the audio standard for film and video
 - File > Project Settings > Audio...
 - Set sample rate to 48.000 kHz

Working with the movie in Logic:

- Global Tracks > Video > Open Movie...
 - Choose video file > open
- Spotting the Movie
 - Click and hold on "Movie" > Create Marker Set from Scene Cut
 - Logic analyzes movie and creates scene markers
 - Rename and color code markers

- Command + control + left/right arrows to jump to previous/next marker
- Pickup Clock
 - Move playhead to start point (or beginning of marker)
 - Select region of sound
 - Semi-colon key (;)
- Extract original audio
 - Right click on video track thumbnail
 - "Import audio from movie"

Export Movie:

- Right click thumbnail from video lane
 - Export audio to movie
 - Format > save
 - Select or Unselect to include/exclude a blended version of the original video sound in the new movie (usually exclude)