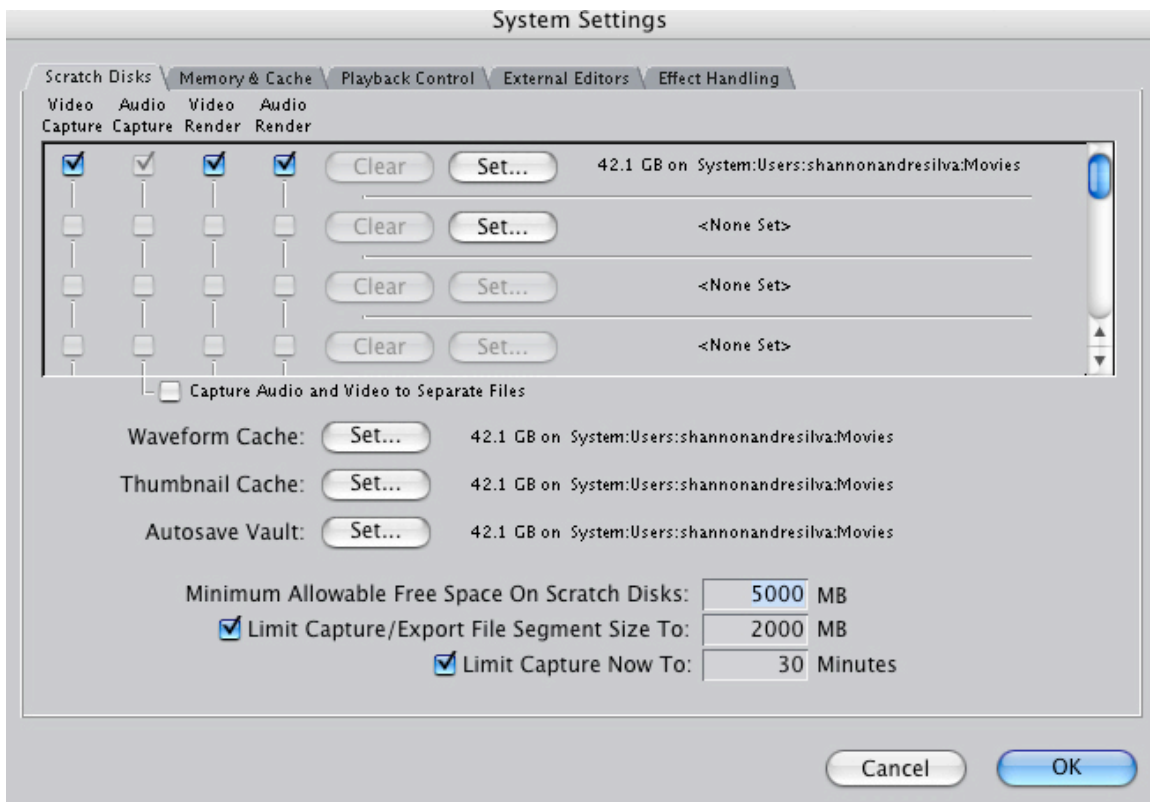


Setting Scratch disks in Final Cut Pro

Setting scratch disks is quite simple but extremely important. Basically, you are telling Final Cut Pro where to put any clips that you log and capture or where to store render files, etc. If you don't set these, all your files and captured clips might go into the wrong folder – say that stores captured clips and files for someone else's project.

Basically, the **Final Cut Project** itself is like a blueprint that tells the “construction workers” how “the house” should be built and with what “materials.” But all the info in the **scratch disks** contain the building materials, themselves. Ultimately, if your scratch disks default to someone else's folder and that person trashes the folder then you have a blueprint but no house (especially if you log and capture rather than importing clips from a CD or online).

1. To set scratch disks go to **Final Cut Pro HD > System Settings**.
2. The below pictured window will pop up:



Click on the top and bottom three “Set . . .” bubbles and navigate to a folder where you wish to store the “building materials,” for your project. Then click “OK.”