

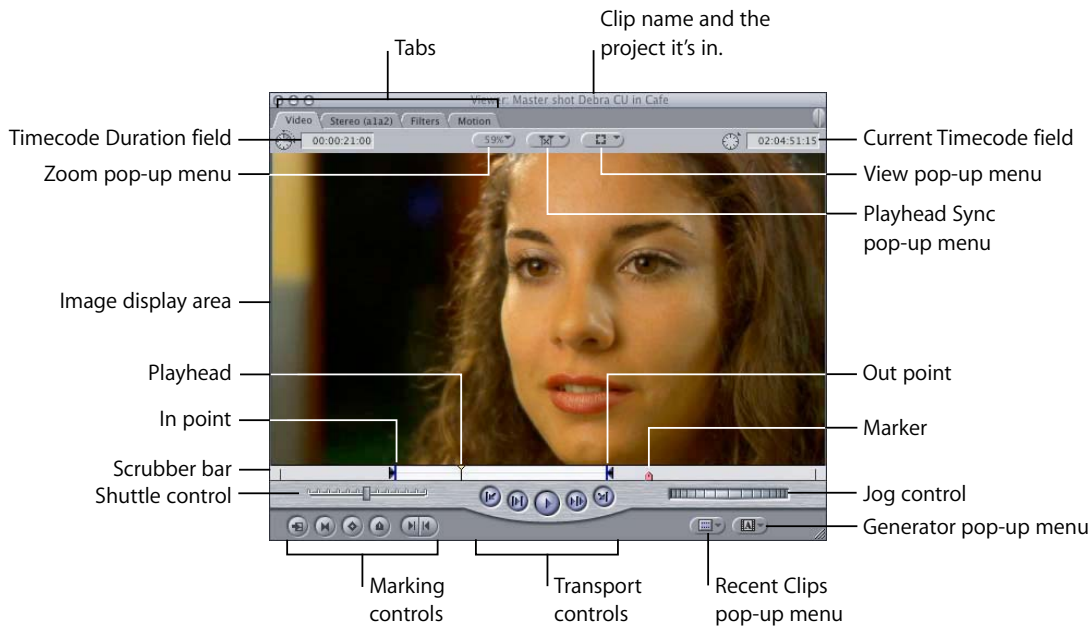
To open a sequence clip in the Viewer from the Timeline or Canvas, do one of the following:

- In the Timeline, double-click the clip.
- In the Timeline or Canvas, move the playhead over the clip, then press Return or Enter.
The clip on the lowest-numbered track with Auto Select enabled is opened in the Viewer.
- In the Timeline, select the clip and press Return or Enter.
- Drag the clip from the Timeline to the Viewer.



Learning About the Viewer

The following is a quick summary of the Viewer controls. For a more detailed description of Viewer controls, see the sections starting with “Tabs in the Viewer” on page 77.



- *Tabs*: There are five tabs that can be shown in the Viewer—Video, Audio, Filters, Motion, and Controls—each providing certain editing functions. For more details, see “Tabs in the Viewer” on page 77.
- *Image display area*: This is the area of the Viewer where you can see the video from your sequence play back.
- *In Point and Out point*: In and Out points allow you to define a specific portion of a clip to include in a sequence. A clip In point marks the first frame of a clip to be edited into a sequence. A clip Out point specifies the last frame of the clip to be used. For more information, see Volume II, Chapter 7, “Setting Edit Points for Clips and Sequences.”
- *Playhead*: The position of the playhead corresponds to the currently displayed frame. You can move the playhead to go to different parts of a clip.
- *Scrubber bar*: The scrubber bar represents the entire duration of a clip. You can click anywhere in the scrubber bar to automatically move the playhead to that location.
- *Transport controls*: You use these to play clips and move the playhead within clips and sequences.
- *Jog and shuttle controls*: You use the jog and shuttle controls to navigate within your clip, much like traditional VTR controls.
- *Marking controls*: You use these to set edit points (In and Out points) and add markers and keyframes to your clips.
- *Zoom pop-up menu*: This lets you enlarge or shrink the image that appears in the Viewer.
- *Playhead Sync pop-up menu*: This gives you options for locking the movement of the playheads in the Viewer and the Canvas together in different ways while scrubbing through clips. For more information, see Volume II, Chapter 24, “Matching Frames and Playhead Synchronization.”
- *View pop-up menu*: This allows you to control display options such as timecode and marker overlays, as well as the background color for transparent pixels.
- *Generator pop-up menu*: You use this to select and open generators in the Viewer for modifying and editing into your sequence. Generators are special clips that can be generated by Final Cut Pro; for example, they can be used to create color mattes and text of different types.
- *Recent Clips pop-up menu*: This allows you to open recently used clips in the Viewer for modifying and editing into your sequence.
- *Current Timecode field*: This field displays the timecode of the frame at the current position of the playhead. You can enter timecode numbers here to navigate to a new position in the clip.
- *Timecode Duration field*: This field shows the current duration between the clip In and Out points. You can change the duration here, which automatically adjusts the the clip Out point.