

LUMAFUSION

TRANSCRIPT

FCPXML EXPORT

Hi Everyone

Welcome to Tim Bs Tech Talk. Today, I want to talk about one of the latest updates in LumaFusion. In version 2.2.0 LumaFusion introduced FCPXML export. With this feature, users can export LumaFusion projects to Final Cut Pro on the Mac.

XML is Extensible Markup Language that defines a set of rules for encoding documents so they can be shared across platforms. The XML export option can be found under the share tab. When using it for the first, you will notice a plus symbol next to it. This will prompt you to make an in-app purchase of \$19.99. That is something you have to keep in mind.

Many features transfer seamlessly, but occasionally you will receive a notice indicating that some features are not yet available.

When exporting your project, you will have the option to save the full media, trimmed media, and unlinkable media. The latter enables you to reconnect with media stored on external drives or Dropbox. The best way to transfer your project to the Mac is by using AirDrop. Depending on the size of your document, the process of writing the files may take from 30 seconds to 2 minutes.

When the process is complete, the project will show up as a Zip File. The Zip File will contain an XML file and all the related assets. Control-click on the XML file and open in Final Cut Pro. The LumaFusion package will be installed in accordance with the FCP hierarchy: Event, Library, and Project. Assets transfer smoothly yet you may encounter discrepancies with effects like chromakey and push transitions.

Overall, this feature is nice for pro users or those of you who use Mac OS and iOS or iPad OS interchangeably.

That concludes this episode. See you next time.

TIMOTHY BROWN

DIRECTOR OF EDUCATION AND DIGITAL MEDIA



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