

Final Cut Pro X

Course Summary

Description

Final Cut Pro X is a professional video editing app used by video enthusiasts and award-winning Hollywood filmmakers alike. Final Cut Pro X lets you edit and deliver 360 degrees editing, advanced color grading, HDR support and ProRes Raw. Final Cut Pro is built on a powerful 64-bit architecture optimized for high-performance to meet the needs of today's creative editors. Final Cut Pro's dynamic editing interface and magnetic timeline lets you experiment freely while working with extraordinary speed and precision.

Topics

- Getting Started
- Importing Media
- Organizing Clips
- Making the First Edit
- Revising the Edit
- Enhancing the Edit
- Finishing the Edit
- Sharing a Project
- Managing Libraries
- Advancing Your Workflow
- Related Training

Audience

This four day hands-on course is designed for those who want to learn the full-feature set of Final Cut Pro X and how to use it in any editing environment.

Prerequisite

Understand how to use a Mac computer
Knowledge of basic editing terminology is an advantage

Duration

Four Days

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Course Outline

I. *Getting Started*

- A. Upgrading Existing Events, Projects, and Libraries
- B. Preparing the Source Media Files
- C. Introducing the Job and the Workflow

II. *Importing Media*

- A. Understanding Clips, Events, and Libraries
- B. Creating a Library
- C. Preparing to Import Camera Source Files
- D. Using the Media Import Window
- E. Creating a Camera Archive
- F. Importing Source Media from a Camera
- G. Navigating Within a Filmstrip Preview
- H. Importing Clips from a Camera Card
- I. Choosing Media Import Options
- J. Applying Media Import Options
- K. Import Files from a Volume
- L. Importing Existing Files from a Volume
- M. Dragging from the Finder or Other Apps

III. *Organizing Clips*

- A. Introducing the Libraries, Browser, and Viewer Panes
- B. Using Keywords
- C. Keywording a Clip
- D. Keywording a Range
- E. Adding Notes to a Clip
- F. Assigning Ratings
- G. Applying Ratings
- H. Customizing a Favorite
- I. Search, Sort, and Filter
- J. Filtering an Event
- K. Working with Smart Collections
- L. Creating a Library-Wide Smart Collection
- M. Detecting People and Shot Composition
- N. Roles
- O. Assigning Roles

IV. *Making the First Edit*

- A. Understanding a Project
- B. Creating a Project

- C. Defining the Primary Storyline
- D. Appending the Primary Storyline
- E. Rearranging Clips in the Primary Storyline
- F. Modifying Clips in the Primary Storyline
- G. Performing Insert Edits
- H. Rippling the Primary Storyline
- I. Timing the Primary Storyline
- J. Inserting a Gap Clip
- K. Blading and Deleting
- L. Joining a Through Edit
- M. Refining Some Sound Bite Edits
- N. Editing Above the Primary Storyline
- O. Adding and Trimming Connected B-roll
- P. Understanding Connected Clip Sync and Trimming Behaviors
- Q. Creating a Connected Storyline
- R. Converting Connected Clips into a Connected Storyline
- S. Appending Clips to a New Connected Storyline Editing Below the Primary Storyline
- T. Primary Storyline
- U. Connecting a Music Clip
- V. Finessing the Rough Cut
- W. Adjusting the Edits
- X. Adjusting Clip Volume Levels
- Y. Connecting Two Additional B-Roll Clips
- Z. Refining Edits Using Cross-dissolves and Fade Handles
- AA. Sharing Your Progress
- BB. Sharing an iOS-Compatible File

V. *Revising the Edit*

- A. Versioning a Project
- B. Snapshotting a Project
- C. Lifting from a Storyline
- D. Lifting Clips Out of a Storyline
- E. Replacing a Clip
- F. Replacing the Primary Storyline
- G. Creating Time at 0:00
- H. Working with Markers
- I. Creating Markers
- J. Using the Position Tool
- K. Realigning Sound Bites and B-roll to Music
- L. Working with Auditions

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Course Outline(cont.)

- M. Repositioning Storyline and Deleting Within
- N. Importing the Aerial Clips Using Finder Tags
- O. Working with an Audition Clip
- P. Trimming the Tops and Tails
- Q. Trimming the Aerials

VI. *Enhancing the Edit*

- A. Retiming Clips
- B. Setting a Constant Speed Change
- C. Editing with Blade Speed
- D. Working with Video Effects
- E. Experimenting with Video Effects
- F. Creating a Depth of Field Effect
- G. Working with Video Transitions
- H. Experimenting with Transitions
- I. Compositing Using Spatial Parameters
- J. Creating a Two-Up Split Screen
- K. Exploring the Video Animation Editor
- L. Compounding Clips
- M. Collapsing a Composite into a Compound

VII. *Finishing the Edit*

- A. Using Titles
- B. Adding and Modifying a Lower Third
- C. Creating 3D Titles
- D. Exploring 3D Options
- E. Working with Audio
- F. Adding Sound to a Clip
- G. Adjusting Volume Levels over Time
- H. Understanding Audio Enhancements
- I. Recording a Voiceover
- J. Using the Voiceover Tool
- K. Connecting the Image
- L. Exploring the Color Correction Tools for Luma
- M. Exploring the Color Correction Tools for Chroma

VIII. *Sharing a Project*

- A. Creating a Viewable File
- B. Sharing to an Online Host
- C. Sharing to a Bundle

- D. Sharing a Master File
- E. Creating an Exchangeable File
- F. Utilizing Compressor

IX. *Managing Libraries*

- A. Storing the Imported Media
- B. Importing Existing Files as Externally Referenced
- C. Importing as Internally Managed Clips
- D. Copying as Externally Referenced
- E. Moving and Copying Clips Within a Library
- F. Making a Library Portable

X. *Advancing Your Workflow*

- A. Using Manual Settings for a New Project
- B. Synchronizing Dual System Recordings
- C. Using Chroma Key
- D. Working with Multicam