

Avid Media Composer

Course Summary

Description

During this four day Avid Media Composer course, attendees will learn everything they need to know to achieve confidence using this versatile post-production software. Through immersive instruction and hands-on exercises, participants will master the interface and all of the creative editing tools and techniques which include; trimming, fine-tuning the edit, adjusting/mixing audio, multi-cam editing, adding transitions, designing titles, and outputting your finished project for screening and delivery

Topics

- Introduction to Media Composer
- Getting Started
- Building Your Sequence
- Drag-and-Drop Editing in Segment Mode
- Refining the Sequence
- Introduction to Transition Effects
- Introduction to Segment Effects
- Combining Multiple Effects
- Freeze Frames and Motion Effects
- Creating Titles
- Exporting Your Video
- Technical Fundamentals
- Fundamentals and Beyond
- Inputting Media
- Preparing Dailies
- Quick Editing Tools
- Cutting and Recutting a Scene
- Trimming Dialogue Scenes
- Mixing Sequence Audio
- Working with High-Resolution Images
- Creative Retiming Effects
- Tracking and Blurring Objects
- Introduction to Multilayer Effects
- Nesting Multiple Effects
- Creating ChromaKey Effects
- Animated Titles & Graphics
- Packaging and Export
- Managing Project Media

Prerequisite

- Basic knowledge of a Mac or PC computer
- Video Editing terminology is helpful but not necessary

Duration

Four Days

Avid Media Composer

Course Outline

- I. **Introduction to Media Composer**
 - A. Launching Media Composer
 - B. Understanding the Select Project Window
 - C. Learning the Interface
 - D. Working with Bins
 - E. Creating a New User Profile and Changing User Profiles
 - F. Personalizing the Application
- II. **Getting Started**
 - A. Creating a New Project
 - B. Setting Up Your Project
 - C. How to Input Video and Audio Clips
 - D. Importing Media Files
 - E. Preparing to Edit
 - F. Saving Your Work
- III. **Building Your Sequence**
 - A. Overview
 - B. Creating a New Sequence
 - C. Working with Tracks
 - D. Locating Audio Cues
 - E. Building Your Sequence with Splice-In
 - F. Editing with Overwrite
 - G. Removing Material from a Sequence
 - H. Essential Tools
- IV. **Drag-and-Drop Editing in Segment Mode**
 - A. Understanding the Smart Tool
 - B. Building a Montage with Drag-and-Drop
 - C. Adding Narration with Drag-and-Drop Overwrite
 - D. Editing Audio in the Sequence
- V. **Refining the Sequence**
 - A. Moving Segments in the Timeline
 - B. Changing Shots in the Sequence
 - C. Deleting from the Timeline
 - D. Changing the Length of Timeline Segments
 - E. Exploring Trim Mode
 - F. Useful Tools
- VI. **Introduction to Transition Effects**
 - A. Creating Transition Effects
 - B. Modifying Transition Effects in the Timeline
 - C. Accessing Effects from the Effect Palette
 - D. Modifying Effects in Effect Mode
 - E. Creating Audio Crossfades
- VII. **Introduction to Segment Effects**
 - A. Adding Segment Effects
 - B. Stabilizing Shaky Footage
 - C. Using Automatic Color Correction to Improve the Footage
 - D. Hiding Jump Cuts with FluidMorph
 - E. Resizing a Shot
 - F. Using Standard Keyframes
- VIII. **Combining Multiple Effects**
 - A. Nesting Effects
 - B. Changing the Order of Nested Effects
- IX. **Freeze Frames and Motion Effects**
 - A. Types of Motion Effects
 - B. Creating Freeze Frames
 - C. Creating Motion Effects
- X. **Creating Titles**
 - A. Title Creation Tools
 - B. Quick View: The Avid Title Tool
- XI. **Exporting Your Video**
 - A. Exporting Your Video
- XII. **Technical Fundamentals**
 - A. Fixing Technical Problems
 - B. Troubleshooting Missing Media Files
 - C. Recovering Lost Work
 - D. Deleting Media
- XIII. **Fundamentals and Beyond**
 - A. Fundamental Concepts
 - B. Learning the Basic Workflow
 - C. Going Beyond HD
 - D. Working in 4K
 - E. Creating a New Project

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Course Outline(cont.)

F. Setting up a Project

XIV. *Inputting Media*

- A. Ways to Input Video and Audio Clips
- B. Using the Source Browser
- C. Linking Clips to Your Project
- D. Importing Media Files
- E. Importing Sequential Image Files
- F. Copying and Converting Linked Media

XV. *Preparing Dailies*

- A. Prepping for the Edit
- B. Adding Information to Dailies
- C. Sorting the Bin
- D. Filtering the Bin
- E. Creating Subclips
- F. Cloning Clips to Multiple Bins
- G. Opening a Bin from Another Project
- H. AutoSyncing Picture and Sound
- I. Grouping Clips

XVI. *Quick Editing Tools*

- A. Editing from the Bin
- B. Creating a Stringout Sequence
- C. Storyboard Editing
- D. Cutting Down a Sequence with Top and Tail
- E. Using the Extend Function
- F. Using Markers
- G. Mapping Buttons and Menus

XVII. *Cutting and Recutting a Scene*

- A. Review of Basic Edit Tools
- B. Selecting Multiple Segments
- C. Alternate Ways to Use Sequences
- D. Finding Alternative Shots
- E. Essential Tools

XVIII. *Trimming Dialogue Scenes*

- A. Understanding Trim
- B. The "Radio Edit" Technique
- C. Exploring Trim Mode
- D. Trimming On the Fly
- E. Creating Split Edits
- F. Maintaining Sync

G. Slipping and Sliding Segments

XIX. *Mixing Sequence Audio*

- A. Mixing Audio Efficiently
- B. Setting Up for Audio Mixing
- C. Audio EQ Tool
- D. Keyframing Volume and Pan Changes

XX. *Working with High-Resolution Images*

- A. Understanding Pan & Zoom Effects
- B. Exploring the Source Settings Dialog Box
- C. Using FrameFlex on 2K+ Clips
- D. Creating a Pan and Zoom Effect with FrameFlex

XXI. *Creative Retiming Effects*

- A. Review of Freeze Frames and Motion Effects
- B. Creating Motion Effects to Fill a Duration
- C. Creating Timewarp Effects
- D. Timewarp Preset Effects
- E. Creating a Timewarp Effect
- F. Using the Anchor Frame

XXII. *Tracking and Blurring Objects*

- A. Blurring Unwanted Objects
- B. Creating a Blur Effect

XXIII. *Introduction to Multilayer Effects*

- A. Creating a Split-Screen Effect
- B. Using Advanced Keyframe Graphs
- C. Essential Tools

XXIV. *Nesting Multiple Effects*

- A. Nesting Effects
- B. Changing the Order of Nested Effects
- C. Editing Inside a Nest
- D. Measuring Performance
- E. Adjusting Playback Quality
- F. Rendering Effects
- G. Understanding ExpertRender

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Course Outline (cont.)

XXV. *Creating ChromaKey Effects*

- A. Different Keying Types
- B. Exploring the SpectraMatte
- C. Viewing the Matte Channel
- D. Cropping Out Garbage
- E. Adjusting the SpectraMatte

XXVI. *Animated Titles & Graphics*

- A. Creating Titles with NewBlue Titler Pro
- B. Creating a Title
- C. AMA Linking to Real-Time Moving Matte Keys

XXVII. *Packaging and Export*

- A. Understanding the Review Process
- B. Tools for Review
- C. Preparing for Output
- D. Packaging a Sequence
- E. Exporting a File
- F. Using the Send To Export Templates
- G. Exporting XDCAM Media

XXVIII. *Managing Project Media*

- A. Managing Your Media
- B. Deleting Media Files
- C. Understanding Consolidate and Transcode