ProTech Professional Technical Services, Inc.

Media Composer Fundamentals I & II

Course Summary

Description

This course is the first step in achieving confidence, creativity, and efficiency with Avid Media Composer, the non-linear film/video editing application used in most movie and television productions. Along with its counterpart, Media Composer Fundamentals II, this course provides the foundation for Media Composer User Certification.

This course leads you through the interface and basic editing techniques before moving on to trimming, fine-tuning the edit, adjusting audio, handling multicamera editing, adding transitions, adding titles, and outputting your finished project. The training is hands-on and features project-based lessons in which you work on real-world projects ranging from extreme sports to dazzling documentary footage. This course is the first step in mastering Avid Media Composer.

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 Frame and Motion Effects
- Creating Titles
- Exporting Your Video
- Technical Fundamentals

Audience

Those who can benefit from this Media Composer Fundamentals I & II course include:
- Producers
- Editors
- Assistant Editors
- Multimedia Producers

Prerequisites

Students should have a practical working knowledge of Mac OS X, and a background in editing, production, or post-production is strongly recommended.

Duration

Two days

Course Outline

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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 Frame 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*

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
   F. Setting up a Project

Course Outline (con't)

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*

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

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

   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

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

Course Outline

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