



Introduction to Final Cut Pro X

Training Details

Training Time	:	3 Days
Capacity	:	12
Prerequisites	:	There are no prerequisites for this course.

About Training

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Final Cut Pro X is a revolutionary video editing application that makes it possible for beginners and seasoned professionals to achieve stunning results. In this hands-on course, you will learn to perform basic editing functions while becoming familiar with the user interface. You will begin with basic video editing techniques and work all the way through Final Cut Pro's powerful advanced features. You will work with dramatic real-world media to understand the practical techniques used in daily editing projects.

What You'll Learn

- Create Smart Collections to organize media based on metadata and keywords
- Magnetic Timeline for an exceptionally fast, fluid new way to edit
- Combine multiple elements into a single Compound Clip
- Fine-tune clips in the timeline with the Precision Editor
- Compare alternate shots from a collection of clips with just a click using auditions
- Apply effects, transitions, and retiming clips
- Finishing and final output

Who Should Attend

Anyone who is looking to edit professional-quality video with Final Cut Pro X and who is looking for hands-on, interactive instruction.

Outline

1. Exploring the Final Cut Pro X Interface

- Following a workflow
- Opening Final Cut Pro X
- Exploring the interface and using menus and shortcuts
- Viewing and sorting events, skimming clips, and changing views
- Viewing and creating projects
- Working in the project library
- Viewing projects in the timeline
- Hiding and quitting Final Cut Pro

2. Importing

- Importing media into an event
- Importing folders as keyword collections
- Analyzing and correcting imported clips
- Importing from a camera, importing from the finder, and importing from other applications

3. Organizing Clips in an Event

- Using metadata to customize an event
- Adding keywords to clips and assigning multiple keywords to clips
- Applying keywords to a clip range
- Rating, sorting, and searching clips
- Creating smart collections

4. Building a Rough Cut

- Creating a new project
- Screening and marking clips
- Appending clips in the timeline
- Viewing and arranging clips in the magnetic timeline
- Inserting clips into the primary storyline
- Changing edited clips, connecting clips to the primary storyline, and closing your project

5. Fine-Tuning a Rough Cut

- Adding markers to a project
- Connecting clips to the primary storyline
- Overwriting and replacing clips
- Auditioning clips in the project
- Working with storylines

6. Adding to the Primary Storyline

- Duplicating a project
- Removing clip selections and adding gaps
- Understanding trimming, applying the trim tool, and trimming with precision

7. Applying Transitions

- Preparing for transitions, applying a video transition, and using the transitions browser
- Modifying transitions and changing transition parameters in the inspector
- Adding transitions to other storylines and compound clips

- Exploring audio transitions

8. Working with Sound

- Monitoring and adjusting audio in the timeline
- Adding music and sound effects
- Adjusting levels in the audio inspector
- Creating audio fades, recording a narration track, and correcting problem audio

9. Working with Titles, Generators, and Themes

- Using the titles browser
- Adding a lower third
- Modifying titles and adding bumpers and credits
- Working with video generators using themes

10. Retiming and Transforming Clips

- Motion properties
- Retiming clips and creating holds and variable speed segments
- Applying preset speed effects
- Transforming and cropping an image
- Adding a Ken Burns effect
- Creating keyboard shortcuts

11. Applying Effects and Enhancing Color

- Applying video effects
- Modifying effect parameters
- Auditioning and animating effects
- Applying audio effects
- Enhancing color in Final Cut Pro

12. Exporting and Sharing Your Project

- Preparing a project for exporting and sharing
- Detecting audio peaks
- Adjusting video levels for broadcast
- Publishing a project to Apple devices
- Publishing a project to video sharing sites
- Exporting a movie file or an image from your project
- Exporting for Blu-ray disk, DVD, or disk image