
Final Cut Pro 6

Final Cut Pro for Avid Editors

Duration: 2 days

Course Description This two-day hands-on course introduces students to the primary feature set and interface of Final Cut Pro. Using Avid editing terminology and references as stepping stones, this course translates the students' existing editing talents to the FCP skill set. In this course students will learn Final Cut Pro editing operations: capturing, sound editing, creating bins and sequences, as well as Final Cut Pro's extensive effects package, real time color correcting and numerous tips and keyboard shortcuts for everything in between.

Who Should Attend? This class is designed for Avid Media Composer Editors and Avid Film Composer Editors who wish to learn Final Cut Pro.

Certification This course covers the partial requirements necessary to successfully become an Apple Certified Pro, Level 1.

Prerequisites Students should have the following prerequisite knowledge prior to attending the course: Prior knowledge of Avid editing systems

Course Outline – Day 1

Projects and Interface Launching Final Cut Pro, Exploring the interface, Creating Bins and Sequences, Opening and Closing Bins, Viewing your source material, Viewing your Sequences, Working in the Timeline, Working with Tools and Meters, Using Keyboard Shortcuts.

Translating Basic Editing Skills Using Play and Mark Commands, Performing Over-write and Insert Edits, Snapping to Cut Points, Controlling the Timeline, Zooming and Positioning the Timeline, Creating Subclips, Duplicating Sequences and Clips, Lifting and Extracting, Performing L-Cut and Split Edits.

Settings and Preferences Selecting Audio and Video Settings, Selecting Sequence Settings, Viewing Clip Properties, Setting Preferences, Saving Window Layouts, Changing View Options, Using the Bin Window, Changing Bin Views, Performing Storyboard Editing.

Trimming and Moving Using the Trim Window, Performing Dual-Roller and Single-Roller Trimming, Trimming in the Viewer and Timeline, Trimming in the Timeline, Setting Durations and Moving Clips.

Advanced Editing Performing Drag-and-Drop editing, Copying and Pasting, Performing Segment Mode Edits, Working with Gaps, Finding Match Frames, Slipping and Sliding Clips, Replacing Edits, Adding Edits, Placing Locators, Editing Locators, Adding and Deleting Tracks.

Editing Sound Seeing Audio, Hearing Audio, Patching and Editing Audio Tracks, Changing Audio Levels, Changing Audio Levels in the Timeline, Working with Stereo and Mono Audio, Linking Clips, Using Sync Indicators, Using Audio Keyframing, Using the Equalizer and Audio Filters, Adding Voice-Over, Importing Music from CDs.

Transitions and Effects Exploring FCP Effects, Adding Dissolve Transitions, Editing with Transitions, Using the Transition Editor, Changing and Copying Transitions, Applying Clip Effects, Editing Effects, Creating Effect Templates, Copying and Pasting Attributes, Rendering Effects, Applying Superimpose Effects, Keyframing Effects in the Viewer, Rendering on the Fly.

Course Outline - Day 2

Motion Effects Applying Speed and Freeze-Frame Effects, Editing with Fit to Fill, Exploring the Motion Effects Window, Sizing and Positioning an Image, Zooming the View, Rotating an Image, Cropping and Distorting an Image, Creating a Split Screen, Copying and Pasting Motion Attributes, Creating a Motion Path, Modifying a Motion Path, Saving and Copying Motion Paths and Effects.

Title Tool and Generators Exploring Generators, Using the Generator Control Window, Creating Titles, Creating Scrolling and Crawling Text, Applying Preprogrammed Text Options, Creating 3D Text, Using Slugs, Mattes and Gradients, Applying Shapes, Saving Generators as Favorites.

Finishing Your Project Detecting Audio Peaks, Viewing Video Levels, Checking Video Levels, Correcting Video Levels, Managing Media.

Logging and Capturing Exploring the Log and Capture Window, Viewing and Marking the Source, Selecting Clip Settings, Selecting Capture Settings, Capturing Clips, Logging Clips, Batch Capturing.

Multiple Projects, Multiple Sequences, and Nesting Working with Multiple Projects, Saving Projects Automatically, Working with Sequences, Sequence Settings, Working with Multiple Sequences, Nesting Sequences.

Modifying Clips and Using Generators Modifying Clips, Modify Menu Options, Generators

Multiple Graphic Interfaces for Effects Video Filters Interface Options, Numeric Interface, Visual Interface, Motion Effects, Image and Wire- frame Modes, Keyframes.

Composite Modes Superimpose Edits, Compositing, Composite Modes, FCP Composite Modes, Travel Mattes.

Importing QuickTime and Codecs, Methods of Importing, Im-porting EDLs and Batch Lists, Importing Graphics, Importing Multilayered Images, External Editor, Using Alpha Channels.

Render Management Render Quality Settings, Deleting Render Files, Ren-der Manager Tool, Desktop Render Management, Render Management Tips.

Exporting Final Cut Pro Movie, QuickTime Movie, Exporting Freeze Frames, Batch Exporting Media, Exporting OMF Files, Exporting EDLs, Automatic Duck for FCP Export to Avid, Exporting Batch Lists, Cut Lists and 24p HD.

Output Mastering Options Methods of Outputting to Tape, Manual Recording, Print to Video, Edit to Tape, Mastering Options, Leader Options, Media Options, Trailer Options, Duration Calculation

