

Final Cut Pro

FCP Fundamentals: An Introduction to Final Cut Pro 6.

Duration: 3 Days

Course Description:

This three-day hands-on course introduces students to the primary feature set and basic interface of Final Cut Pro. In this course, you learn to perform basic editing functions while familiarizing yourself with the user interface. Topics include basic setup, adjusting and customizing preferences and settings, capturing video and audio, various editing and trimming techniques, ripple, roll, slip and slide tools, audio editing and audio creation, finishing and final output.

Learn To:

- Log and capture footage
- Edit in the Final Cut Pro environment
- Create a short movie using cuts and transitions
- Apply audio and visual effects filters
- Print finished material to video

Benefits:

Final Cut Pro is a professional digital video editing and effects application used in professional and semi-professional video post-production. This introductory course will familiarise participants with Final Cut Pro's basic approach to video editing, as well as providing additional insights into a wider range of special features and functionality. All training is hands on and project led.

Who Should Attend?

Anyone interested in learning the principles of non-linear, non-destructive digital video editing while exploring the potential for the creative manipulation of video, audio and graphics for television, multi-media and internet. Existing video editors looking for grounding in Final Cut Pro.



Course Content:

Project, Bin and Effects Tabs

- Bins and Sequences
- Thumbnail viewing in List Mode
- Clip Tabs
- The Video, Audio, Filters, Motion Tabs
- The Zoom and View Buttons
- Video Generators
- Loading Clips into the Viewer for adjustments
- Playing Video and Audio in the Viewer
- Loading Stills into the Viewer
- Timecode Navigation
- Creating Subclips
- Preparing clips for Timeline
- Selecting Ins and Outs
- L-Cut or Split Edits in the Viewer
- Unlimited RT vs Safe RT
- AV Patching
- The Timeline and the Playhead
- 3 point Editing
- Overwrite, Insert and Replace Editing
- Fit To Fill Editing
- Superimpose Editing
- Adding, deleting and monitoring Tracks
- Enabling Video and Audio Tracks in the Timeline
- TC in the Timeline/Canvas
- Clip Overlays
- Snapping controls
- Linked selections
- Motion and LiveType Real-Time
- Enhanced Media Management
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Native HDV editing

- Audio control surfaces support .
- Selection tools
- Editing tools
- Razor Blade tool
- Zoom In/Out tool
- Hand, Crop and Distort tools
- Pen Tools Transition/Filter FX
- Transitions
- Applying Filters to a Clip
- Applying and adjusting transitions to a cut
- Setting a Default transition
- Saving a Custom
- Applying and adjusting a filter on Clips
- Adding and Deleting Keyframes
- Creating Smooth Keyframes
- Settings Between Clips
- Time Ramping
- Text Generators
- Motion and Scale FX
- The Motion Tab
- Using the Canvas For Motion/Scale FX
- Rendering FX
- The Render Quality Settings
- Rendering a Selection
- Rendering the Timeline
- Edit to Tape and Print to Video explained
- Output To File: QuickTime
- Export options
- Importing at a lower compression RT offline
- Log and capture finished program at full resolution
- RT Extreme with Dynamic RT
- Multichannel audio input

**Certified
Trainer**