

Final Cut Pro Introduction / Intermediate – 2 days



Course Objectives:

Apple's outstanding Final Cut Pro video editing program has rapidly achieved a huge following among professional editors and continues to set new standards. This course will introduce you to this digital nonlinear editing system.

Prerequisites:

A basic level understanding of video manipulation or experience of time line based software would be an advantage.

Introduction

- Overview of Final Cut Pro
- Final Cut Pro Layout
- Viewer and Canvas Controls
- Navigating via the Timeline
- Terminology and Keyboard Shortcuts

Ensuring your System is Optimised

- Hardware and Capture Cards
- DV and Firewire
- Ensuring you have the correct Compression System
- Setting Up for Optimal Performance

Project Management

- Creating a Project Strategy
- Working Offline / Online
- Customising the Project Settings
- Tape Management and Housekeeping

Working with the Browser and Viewer

- Searching and Sorting
- Sequence Setting
- Customising
- Working with Keyboard Shortcuts
- Opening Clips
- Preparing Clips
- Creating Sub Clips
- Marking In and Out Points
- Using Markers
- Exploring the Audio Tab and Controls

The Canvas and Timeline

- Canvas and Timeline Controls
- Sequencing
- The Tool Palette
- Different Editing Techniques
- Split Edits
- Rendering and Rendering Issues
- Timeline Customisation
- Working with Copying and Pasting in the Timeline
- Locking and Unlocking Tracks
- Timelines and Markers
- Gap Closing and Ripple Delete

Working with Audio

- Audio Filters and Keyframes
- Adjusting Audio Levels
- Working with Multiple Tracks

Trimming Edits

- Using the Razor Tool
- The Ripple and Roll Edit tools
- The Razor Tool
- Using the Canvas to Trim
- Correcting problems with Sync

Layering, Filters and Motion

- Applying filters
- Motion Effects
- Using Generators
- Using Keyframes
- Working with Multiple Video Tracks

Capturing and Importing

- Controlling a Video Player / Camera
- Capturing without Device Control
- Logging and Batch Digitising
- Import Analogue Audio
- Import Different File Types

Transitions

- Adding Transitions
- Using the Transition Editor
- Audio Transitions
- Default Transitions

Final Output

- Exporting files
- Preparing different file formats
- Rendering protocols
- Tape Preparation
- Media Cleaner EZ
- Printing to Video
- Editing to Tape
- Batch Lists