



Final Cut Pro 6.0

Final Cut Pro® 6.0 Course Outline

Duration: 4 - 5 Day/s

Overview:

Final Cut Pro is a flexible, dynamic and efficient Audio and Video editing system that allows you to organize, view, and edit your video and audio footage. You will learn to successfully view and edit your footage professionally with this intuitive package.

Pre requisites:

While students will be taught to create and edit video and audio footage, it is an advantage to understand the various Broadcast settings

as well as the technical aspects of working with content capture, frame rates and codecs.

This however is not critical and we will endeavor to train you in all the production standards necessary for professional studio output.

Course content is customised according to client workflow requirements and level of Application Studio integration.

Getting started

Overview of Final Cut Pro

Overview of Broadcast Standards, frame rates and Project Settings

Outlining the Video Editing and authoring workflow

Workflow and workspace basics

Creating a Rough Cut

- Screening and Marking in the Final Cut Pro Interface

Launching Final Cut Pro

Final Cut Pro interface

Following a workflow

Working with projects

Organising project elements

Playing clips in the viewer

Navigating clips

Playing and navigating a sequence

Marking clips

Saving, Hiding, and Quitting Final Cut Pro

Final Cut Pro® 6.0

Editing Clips to the Timeline

- Managing Project elements

- Editing a rough cut
- Making Overwrite Edits
- Managing timeline tracks
- Making Insert Edits
- Adding audio clips
- Moving clips in the Timeline
- Creating a new rough-cut version
- Using Drag-And-Drop editing
- Using JKL Editing
- Changing the volume of edited clips
- Saving and Quitting

Finishing The Rough Cut

- Preparing the project

- Adding cutaways
- Editing to narration
- Editing to music
- Copying, cutting, pasting, and positioning

Trimming to Refine Clip Duration

- Preparing a project for Trimming
- Trimming overview
- Rippling Edit points
- Rippling in the Viewer and by Numbers
- Trimming on the V2 track
- Trimming one track of a Linked clip

Trimming and Adjusting Two Edit Points

- Preparing your sequence
- Trimming two edit points
- Slipping one clip
- Rolling two Edit Points
- Sliding clips to refine position
- Dragging clips to new locations
- Keeping linked clips in Sync

Refining the Editing Process

- Preparing the Project

- Creating subclips
- Adding markers to clips
- Storyboard editing
- Replacing clips
- Using multicamera editing
- Color correction / Chroma / Chroma Key
- Keying out Blue /Green Screen Footage

Supporting the Editing Process

- Reconnecting media
- Playing multiple formats
- Understanding Apple ProRes 422
- Working with master clips
- Logging information in browser columns
- Finding and labelling project items
- Customising Shortcut Keys and Button Bars
- Saving and Loading Layouts
- Optimising User Preferences

Capturing Footage

- Theoretical Connectivity- sources for capture

- Creating a new project for capturing
- Previewing and marking your source
- Logging your clips
- Choosing Clip Settings
- Choosing capture settings and options
- Setting Capture preferences
- Acquiring other media

Applying Transitions

- Evaluating project needs
- Understanding transitions
- Viewing transition options
- Applying transitions
- Modifying and copying transitions
- Using the transition editor
- Changing transition parameters
- Previewing and Rendering effects

Mixing Audio Tracks

- Preparation
- Editing and organizing audio effects
- Monitoring and adjusting audio levels
- Applying transitions to fade volume
- Using the Audio Mixer
- Recording a narration track (if required)
- Importing CD tracks (if required)

Creating Titles

- Preparing a project for titles
- Working with Video Generators
- Adding a Lower Third
- Applying a Boris Title
- Creating a Credit Roll
- Adding Mattes and other generated Items
- Building a composite opening title
- Using master Templates
- Working with graphics

Final Cut Pro® 6.0

Changing Motion Properties

- Evaluating a project
- Changing speed properties
- Creating a Freeze Frame
- Changing Clip size and Position
- Building a split screen
- Animating Motion Parameters

Applying Filters

- Evaluating a project for effects
- Applying and viewing video filters
- Viewing and modifying filter parameters
- Applying audio filters
- Using a color-correction filter
- Animating Filters

Finishing And Outputting

- Preparing the project for Finishing
- Detecting Audio Peaks
- Adjusting Video Levels for Broadcast
- Exporting Quicktime files
- Outputting to tape (Theory)
- Making a Timecode Window Burn
- Backing up projects

Resources and Extras

- Navigating the Final Cut Pro Help Resources
- Online sites / resources for further development