

FINAL CUT PRO TRAINING: ADVANCED - COURSE OVERVIEW

In this Final Cut Pro training course you'll expand upon your existing video editing skills to learn more advanced editing techniques. You'll understand how to better manage projects, work more efficiently, create more complex edits, and adjust audio and video using Final Cut Pro.

WHAT YOU'LL LEARN IN THIS TRAINING COURSE

- Organizing media and Final Cut Pro media management
- Advanced editing techniques
- Audio editing
- Multi-cam editing
- Keying, masking
- Color correction

AUDIENCE FOR THIS TRAINING COURSE

This course is designed for editors with previous video editing experience using any editing tool: whether Final Cut, Premiere Pro, or Avid. Understanding of editing fundamentals in another video editing tool is required, and you should have familiarity with all topics covered in the introductory Final Cut Pro course, even if familiarity is with these topics using another editing tool.

COURSE DURATION

This class is two days in length, with course times running from 9:30 am until 4:30 p.m. Lunch break occurs from approximately noon until 1 pm each day.

TRAINING COURSE CURRICULUM

This training course uses materials selected by our instructors who have authored numerous books on video editing and effects. The course fee includes all curriculum and materials.

ENROLLING IN THIS FINAL CUT PRO CLASS

You can register for this Final Cut Pro class online, or by calling 781-376-6044 or 800-851-9237.

LOCATIONS FOR THIS FINAL CUT PRO COURSE

You can attend classes at AGI's training centers located in Boston, New York City, Philadelphia. This class is also available for delivery on-site at your office, or on-line. You can select the course location at the time of your registration.

GOALS AND OBJECTIVES FOR THIS COURSE

American Graphics Institute is focused on providing high-quality training courses for your professional development. This course is focused on providing skills that enable you to edit more effectively and efficiently using Final Cut Pro.

PRIVATE AND CUSTOMIZED TRAINING OPTIONS

This training course can be offered as a private class for groups or for individuals, and the content can be customized to meet your specific needs. Contact a training representative by calling AGI at 781-376-6044 or 800-851-9237 to discuss having this training course adapted to your needs.

Final Cut Pro Training: Advanced - Course Topics

LESSON 1: ORGANIZING YOUR MEDIA AND MEDIA MANAGEMENT IN FINAL CUT PRO

Working with Metadata: Using metadata that is part of imported (source) content

Using auto-analysis and adding metadata

Using metadata views and creating new metadata views

Working with and editing existing metadata views

Using and organizing Keywords

Applying markers

Using filters to locate clips

Creating Smart Collections

Batch renaming

Relinking clips

Using Libraries: closing and duplicating Final Cut Pro libraries; sharing and moving libraries; moving clips between libraries

Using Projects: working with project snapshots and backups

Managing disk space and removal of render files

Managing proxy media

Adjusting storage locations

Using optimized media.

LESSON 2: ADVANCED FINAL CUT PRO EDITING TECHNIQUES

Understanding an editing strategy for Final Cut projects

Changing edits

Combining edits

Understanding storylines and secondary storylines

Using trim to playhead

Using trim to selection

Working with compound clips

Applying titles to connected clips

Back timing edits

LESSON 3: UNDERSTANDING AUDIO EDITING IN FINAL CUT PRO

Audio levels and mastering

Using audio meters

Understanding waveforms

Applying timeline volume adjustments

Adjusting volume in specific areas

Using volume adjustments within the Audio Inspector

Adjusting Volume from the Modify Menu or Keyboard

Applying fades and crossfades

Using audio channels

Panning, stereo and surround pans, pan effects, and using panning in the timeline

Using pan presets

Working with Audio channels

Synchronizing audio and video

Resetting all volume edits

LESSON 4: APPLYING AUDIO EFFECTS

Equalizing audio in Final Cut Pro

Equalization Filters

Disabling clip effects

Sharing effects between clips

Leveling effects

Creating reverb, space, time, and echo

Using distortion presets

Manipulating voice and pitch using effects

Maintaining voice pitch with retiming



Final Cut Pro Training: Advanced - Course Topics (continued)

LESSON 5: MULTI-CAMERA (MULTICAM) EDITING

- Multicamera editing essentials
- Creating multicam clips
- Viewing and editing multicam clips
- Cutting between camera angles
- Using channel selection
- Trimming when working with multicam clips
- Changing clip sequences
- Adjusting synchronization between clips
- Adding or removing clips

LESSON 6: KEYING, MASKING, AND COMPOSITING

- Working with keying and masking effects
- Automatic keying
- Using manual sampling
- Applying a garbage mask
- Advanced keying capabilities
- Understanding and applying blend modes
- Compositing graphics
- Importing Photoshop Images and working with Photoshop layers

LESSON 7: USING COLOR CORRECTION, COLOR GRADING, AND COLOR TIMING

- Understanding color correction, grading, and timing
- Understanding color correction capabilities
- Working with video scopes
- Using the color board
- Using color controls
- Removing color casts
- Applying color controls globally
- Modifying contrast
- Adjusting saturation
- Working with color masks

- Targeting corrections to specific regions
- Creating color vignettes
- Using shapes and masks together
- Masking skin tones to make color adjustments
- Masking specific regions such as grass, sky, and water to apply restricted color edits

LESSON 8: CREATING ANIMATION USING KEYFRAMING

- Using keyframes
- Keyframing in the Viewer and the Inspector
- Adjusting keyframe position
- Creating travel mattes
- Creating and applying custom text
- Animating split screens

LESSON 9: ADVANCED EXPORT AND SHARING FROM FINAL CUT PRO

- Exporting projects and media from Final Cut Pro
- Using Final Cut Pro with Apple Compressor: sharing files with Compressor
- Understanding Apple Compressor batches, jobs and Settings
- Destinations and actions
- Understanding automatic settings and custom settings
- Working with encoder and frame settings
- Creating droplets

