



ONE DAY INTRODUCTION TO COLOUR CORRECTION IN FINAL CUT PRO & COLOR

Part One: Colour Correction in Final Cut Pro

Evaluating and Controlling Contrast

Understanding and Evaluating Contrast with the Waveform Monitor
Controlling Contrast
Grading with the Mids
The Broadcast Safe Filter

Evaluating and Controlling Colour

Understanding Colour Balance and Colour Wheel Relationships
Controlling Colour Balance
Identifying and Evaluating Colour Casts using the Vectorscope and RGB Parade
Using the Auto Balance Color Tool
Manual Colour Balancing Techniques

Secondary Colour Correction

Using Limit Effect Controls for Secondary Colour Corrections
HSL Sliders
Using Masks, Mattes and other techniques

Other Colour Correction Tools In Final Cut Pro

Correcting for Scene Continuity
Using Open Playhead Sync
Window Layouts and Keyboard Shortcuts
Shot-to-Shot Comparison Techniques

Part Two: Color

Working in Color

FCP to Color Workflow
Preparing your Sequence in Final Cut Pro
Sending your Sequence to Color
Introduction to the Color Interface
User Preferences (Setup Room)
Primary In Room - Primary Color Correction using Color Wheels, Curves and Advanced Controls
Secondaries Room - Secondary Corrections with HSL, Vignette and Curve Controls
Setting Custom Shapes in the Geometry Room
Color FX Room
Primary Out Room
Utilising the Still Store
Adding Clips and Grades to the Render Queue
Sending your Sequence back to Final Cut Pro

