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TWO DAY INTRODUCTION TO FINAL CUT PRO

DAY 1: Introduction to Editing with Final Cut Pro

Introduction:

- Introducing Final Cut Studio
- Understanding the NLE workflow
- Getting to know the Interface and Initial System Setup
- Organising Projects
- Introduction to Keyboard Shortcuts
- Working with the Viewer, Canvas and Timeline

Marking and Editing

- Marking In and Out Points in the Viewer
- Overwrite and Insert Editing
- Drag-and-Drop Editing
- Targeting Tracks Using Source and Destination
- Adding Cutaways
- Building up an Edited Sequence
- Marking In and Out Points in the Timeline
- Backtiming Edits

Working In The Timeline:

- Working in the Timeline
- Moving Clips around the Timeline
- Link Selection Function
- Lift and Ripple Delete
- Cutting, Copying and Pasting Clips

Trimming Tools and Techniques:

- Razor Blade / Add Edit
- Ripple Edits
- Rolling Edits
- Slip and Slide Edits

Audio Editing:

- Audio Meters
- Listening to individual tracks
- Using Mute and Solo
- Adjusting Audio Levels using the Viewer or Timeline
- Copying and Pasting Audio Attributes
- Using the Audio Mixer

DAY 2: Working With Final Cut Pro

Further Editing Techniques (as necessary):

- Creating and Working with Subclips
- Working with Markers in The Timeline
- Editing to Markers
- Using Markers as Subclips
- Using DV Start/Stop Detect Function
- Multicam Editing
- Other Editing Options: Replace Edits, Superimpose Edits

Capturing:

- Connecting Devices / Working with Video Capture Hardware
- Capturing Techniques
- Capture Settings
- Setting Scratch Disks
- Other Capturing Options (HDV / P2 / XDCAM as appropriate)

Transitions and Working With Real-Time Effects:

- Applying Video and Audio Transitions
- Adjusting Transitions on the Timeline
- Saving Favourite Transitions
- Working with RT Effects
- RT Extreme Settings
- Rendering

Motion Parameters:

- Adjusting Clip Speed
- Adjusting Clip Parameters in the Canvas
- Understanding the Motion Tab
- Copy and Pasting Clip Attributes
- Basic Keyframing

Applying Filters:

- Applying Filters
- Viewing and Modifying Filter Parameters
- Creating Specific Effects
- Basic Colour Correction
- Working with the Broadcast Safe Filter
- Nesting Sequences

Titles and Graphics:

- Working with the Generators
- Creating Titles using the Text generators
- Using Generators to Create Graphics
- Importing and Working with Graphics Files

Finishing and Outputting (as necessary):

- Preparing for Output to Tape
- Other Outputting Options
- Using Media Manager