



# CORE CONCEPTS FINAL CUT PRO X

Course Outline

## INTRODUCTION

Understanding Non Linear editors  
The standard digital video workflow  
Overview of workflows in Final Cut Pro  
Overview of audio editing  
Overview of Titling  
Using Final Cut Pro with Motion and Compressor

## GETTING STARTED

Getting to know the Final Cut Pro workspace  
Touring the Interface of Final Cut Pro  
Overview of the editing process  
Understanding resolutions (SD,HD,UHD)  
Frame rates  
Screen ratios  
Using Menus, Shortcuts, and the Mouse  
Viewing and Sorting Events  
Skimming Clips and Changing Views  
Working in the Project Library

## CREATING PROJECTS

Creating new Projects  
Working with Timecode  
Capture format setting in Final Cut Pro  
Customizing projects  
Overview of audio sampling  
Best practices

## WORKSTATION CONSIDERATIONS

Reviewing hardware demands of editing  
Understanding bandwidth and bus transfer speed  
Storage concerns

Long term storage solutions  
Multi-monitor editing

## WORKING WITH OTHER EDITING SYSTEMS

Transferring from Adobe Premiere Pro  
Transferring from Avid Media Composer

## IMPORTING MEDIA

Importing video files  
Capturing from DV/HDV  
Capturing from camera (file based media)  
Working with parsed media types (P2, AVCHD etc)

## IMPORTING MEDIA CONTINUED

Adding to library  
Analyzing media  
Importing graphics  
Best practices and concerns

## ORGANIZING MEDIA

Keywords  
Creating keyword collections  
Managing Events and Libraries  
Applying Keywords to a Clip Range  
Rating, Sorting, and Searching Clips

## BASICS OF EDITING

Working with the primary storyline  
Trimming clip

## REVIEW

# Session 1

## Course summary

In this introductory course, participants will learn the digital video workflow using the new magnetic timeline. We will focus on familiarizing ourselves with the program, address any changes from legacy versions, tour the interface as well as create and edit clips. We will learn the basics of editing as well as how to incorporate transitions and add music to create smooth professional productions. Lastly we will learn the basics of exporting and encoding to make sure our message gets out to our audience.

## Outcome

After this introductory training you should have a solid foundation in the basics of editing and organizing video using Apple Final Cut Pro X. Students should have an understanding of proper asset management using Libraries and Events. Additionally students should be able to create their own productions and export them to various platforms.

## Who this class is for

Anyone interested in learning core concepts of video editing and production using Apple Final Cut Pro X. This class is geared towards novices to editing, as well as professionals who may have used other editing software previously. While no previous experience with video editing is required, a general understand of using video cameras or capturing video is recommended.

## Duration

12 total hours of training delivered in two 6-hour sessions across two consecutive days with breaks every hour and a half, with a one hour lunch break. Students are responsible for their own meals.

## Technical Specifications

Apple Final Cut Pro X is only available in Mac environments. A general familiarity of OSX and Mac computers are recommended. If you have any questions about your suitability for class please contact us.



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## REVIEW

Review of previous lesson

## ESSENTIALS OF VIDEO EDITING

Navigating the time line  
Using the Viewer  
Changing clip views in the Library  
Using safe margins  
Understanding overscan/underscan  
Understanding YC scopes  
Overview of Vectorscopes  
Overview the RGB parade  
Insert edits  
Overwrite edits  
3-point edits  
Storyboard editing

## TRANSITIONS IN FINAL CUT PRO

Using video transitions in Final Cut Pro  
How transitions work  
Best practices  
Audio transitions

## AUDIO IN FINAL CUT

Editing audio in Final Cut Pro  
Creating an audio bed  
Creating fades  
Mixing audio in the storyline

## CREATING TITLES

Using titles in Final Cut  
Working with text styles

Creating and changing style/formats  
Creating title style presets  
Considerations working with other editors/stations

## THE ART OF THE EDIT

Understanding pacing  
Creating compelling compositions  
Storytelling concepts  
Using secondary storylines

## EXPORTING FROM FINAL CUT

Using Final Cut Pro to export  
Publishing to 3rd party hosting (YouTube Vimeo)  
Considerations when publishing  
Introduction to Compressor  
Formats and codecs  
Which is right for you  
Lossless vs. lossy

## LESSON REVIEW

# Session 2

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