



ADVANCED FINAL CUT PRO X

Course Outline

INTRODUCTION

- Overview of lesson plan
- Introduction to advanced generator options
- Introduction to time warping
- Introduction to storyboarding
- Introduction to advanced effects
- Introduction to advanced output workflow

ADVANCED GENERATOR OPTIONS

- Using generators to create texture with text
- Using blend modes with generators
- Using generators and titles to create compound clips
- Creating title templates for multiple projects using generators

TIME WARPING

- Understanding timeline frame rates
- Overcranking/undercranking
- Retiming footage
- Speed ramping
- Hold frames
- Limitations
- Best practices

STORYBOARDING IN FINAL CUT

- What is storyboarding?
- Why use it?
- Advantages
- Using storyboards in your production
- Using storyboards and markers to create reusable templates

ADVANCED EFFECTS

- Using masks in Final Cut Pro
- Overview of keying
- Using a color keyer
- Using a luma key
- Using auditions with multiple effected compound clips
- Creating our own effects with Apple Motion

ADVANCED OUTPUT WORKFLOW

- Understanding rendering in Final Cut Pro
- Using Compressor with Final Cut Pro
- Using distributive computing with Compressor
- Creating clusters
- Hardware concerns with distributive processing
- Using watermarks, timecode overlays in Compressor

REVIEW

Session 1

Course summary

In this Advanced lesson plan we extend our knowledge of Final Cut Pro. This class will explore advanced effects in Final Cut Pro, as well as a tour of popular industry standard 3rd party tools. We will review tools available to extend our work. Lastly we will look at advanced exporting using distributive processing to speed along our production times as we incorporate advanced effects.

Outcome

After this advanced training session you should be well versed in all the options Final Cut Pro has to offer in terms of production and editing of video based media. Participants should understand advanced effects such as masking and keying in Final Cut Pro to create composites as well as the proper methods for asset management and archival for long term project storage or adjustments.

Who this class is for

Anyone interested in learning Advanced concepts of video editing and production. This class is geared towards those who have completed the Intermediate training session as well as professionals who may have used other editing software previously.

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.



ADVANCED FINAL CUT PRO X

Course Outline

REVIEW

Review of previous lesson

OVERVIEW OF LESSON PLAN

Introduction to multi camera editing
Introduction to live editing
Introduction to 3rd party tools
Introduction to asset management

MULTI CAMERA EDITING

Importing multi cam media
Assigning camera names and angles
Using the Angle Viewer
Syncing clips automatically
Syncing clips via audio
Syncing clips via markers
Syncing clips via Timecode
Cutting in the Angle Viewer
Assigning audio angles
Finalizing a multicam edit

LIVE EDITING

What is live editing
Essentials of live editing
Changing clips during playback
Adjusting filters and pace during playback
Limitations of live editing
Best practices

EXTENDING FINAL CUT WITH 3RD PARTY TOOLS

Tour of red giant effects
Finding stock audio

Finding stock video

Tour of Motion VFX effects
Round tripping between Motion and Final Cut Pro
Round tripping between Garage band and Final Cut Pro

ASSET MANAGEMENT

Working with multiple libraries
Backing up your library
Archiving projects
Archiving events
Hardware consideration
Proxy media vs. optimized media
Metadata considerations
Working with multiple workstations
Collaborative editing

LESSON REVIEW

Session 2

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