INTERMEDIATE
FINAL CUT PRO X
Course Outline

Session 1

INTRODUCTION
Overview of lesson plan
Introduction to advanced editing tools
Introduction to color correcting
Introduction to keyframes

ADVANCED EDITING
Changing clip views
Understanding Handles
Ripple edits
Rolling edits
Slip edits
Slide edits
Compound clips
Using markers
Creating to dos
Auditioning multiple clips
Finalizing auditions
Replacing clips
Replacing footage
Relinking media
Creating gap clips
Using the range selection tool

COLOR CORRECTING AND EFFECTS
Understanding color in Final Cut Pro
Using color adjustments
Using saturation adjustments
Using exposure adjustments
Using presets to create a "look"
Creating and saving presets
Use the color balance tool

Using the color match tool

PUTTING CLIPS IN MOTION
What are keyframes
Using keyframes in Final Cut Pro
Navigating keyframes in Final Cut
Animating in Final Cut Pro
Using crops and transform tools
Understanding transformations
Understanding anchor points

REVIEW

Course summary
In this intermediary Final Cut Pro concepts lesson plan, we go beyond the basic in Final Cut Pro and work with more advanced editing tools, as well as create our own assets using generators. In this course we work with applying effects to clips and creating motion graphics using the tools built into Final Cut Pro X. We will explore the use of multiple camera angles to create dynamic edits in real time as well as working deeper with audio to give depth to our projects

Outcome
With completion of this intermediate training class, participants should be aware of most of the editing tools available in Final Cut Pro X. After this intermediate training session you should have a firm grasp on the editing tools contained in Final Cut Pro as well as understand how effects and generators can be used to create and animate assets in your productions.

Who this class is for
Anyone interested in learning Intermediate skill sets 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. It is recommended that completion of Core Concepts of Final Cut Pro X be completed prior to enrolling in this class.

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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Session 2

REVIEW
Review of previous lesson

OVERVIEW OF LESSON PLAN
Introduction to audio editing
Introduction to generators
Introduction to themes

AUDIO EDITING IN FINAL CUT PRO
Understanding audio levels
Exploring waveforms
Monitoring Audio levels in the time line
Adding music and sound effects
Adjusting audio levels in the audio inspector
Creating and using audio fades
Recording narration
Audio ducking

AUDIO EFFECTS IN FINAL CUT PRO
Removing background noise from audio
Removing electronic hum
Understanding the equalizer
Working with frequencies
Creating reverb,echoes, and chorus
Pitch shifting
Analyzing Audio
Creating audio with built in OSX with built in tools
Overview of Garage band
Creating an audio score
Creating compound audio clips
Best practices in Audio

GENERATORS
Understanding audio levelsWhat are generators?
Using generators to create backgrounds
Creating a vignette
Using Generators and titles
Adjusting and creating generators
Overview of Motion

THEMES
What are themes?
Using themes in your timeline
Adjusting themes
Limitations

LESSON REVIEW

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