Apple Final Cut Pro X
Advanced Editing
Level 2 Course Outline

Prerequisites:

Students who have taken the Final Cut Pro X Level 1 course or equivalent experience.

Who Should Attend:

This course is designed for those who already have a working knowledge of Final Cut Pro X and who want to increase their skills by learning advanced features and efficient workflows

Course Duration:

3 days. Class time is 9:00 am – 4:30 pm.

There is an hour for lunch, and two scheduled breaks during the day. Students provide their own lunch.

Certification:

The Apple Training & Certification programs are designed to keep you at the forefront of Apple's digital media technology. Certification creates a benchmark to assess your proficiency in a specific Apple Pro application. By taking and passing an exam, you earn Apple Certified Pro status, which allows you to distinguish yourself to colleagues, employers, and prospective clients as a skilled user of the chosen application. Certification gives you a competitive edge in today's ever-changing job market.

Included with the class is the Final Cut Pro test (a $150 value) for Apple certification. You can take the test on one of our scheduled testing days, or schedule with the instructor if you can't make the scheduled testing day.

Related Training:

Apple Motion 5: (Apple Motion 101)

Apple Final Cut Pro X

This three-day, hands-on course teaches hard-to-find advanced editing and finishing techniques. Learn how to create fantastic effects using filters creatively, color correct like a pro, and create complex audio mixes. This course also covers advanced workflows for managing media, including using Compressor.

Instructor:

Our instructor, Tony Huet is the Director of Training at Digital Training & Designs. Tony's vast experience in photography and videography inform his deep background knowledge of the industry. Having instructed for 15+ years, he has a genuine knack for relating to his students to discern their needs and to orient his classes to fill their skills and knowledge gaps. Tony is Adobe certified to teach Adobe Premiere, Adobe After Effects, and Adobe Encore. He is Apple certified to teach Final Cut Pro, DVD Studio Pro, Motion, Color and Soundtrack Pro. In June of 2008 Tony earned his Master Trainer certification from Apple. Tony co-authored the book "Apple Pro Training Series: Motion 3" and worked with Adobe writing questions for the Adobe Premiere and Adobe After Effects certification tests.

This outline is flexible and may change to accommodate student skills and interests.

Organizing Your Media

- Working with Metadata
- Source Media Metadata
- Auto-Analysis Metadata
- Adding Your Own Metadata
- Working with Metadata Views
- Creating a New Metadata View
- Modifying Existing Metadata Views
- Duplicating and Deleting Metadata Views
- Rating Clips
- Marking Favorites and Rejects
- Adding Keywords
- Organizing Keywords
- Adding Markers
- Filtering Clips
- Creating Smart Collections
- Batch Renaming Clips
- Relinking Clips

Professional Editing Techniques

- Reviewing Editing Basics
- Modifying Edits
- Project Defined Editing
- Backtiming Edits
- Limiting Source Media
- Combining Complex Edits
- Overview of Storylines
- Using Secondary Storylines
- Applying Transitions to Connected Clips
- Breaking Apart Storylines
- Understanding Compound Clips
- Adding Titles to Connected Clips

Working with Auditions

- Creating Auditions in the Event Browser or Timeline
- Changing Picks, Editing with an Audition
- Creating an Audition in the Timeline

- Modifying Auditions
- Reviewing Clips within an Audition
- Finalizing Auditions
- Auditions and Effects
- Duplicating a Clip into an Audition
- Duplicating from Original
- Duplicating with Effects
- Apply an Effect to all Picks
- Adding Effects to Other Clips

Working with Audio

- Mastering Audio Levels
- Working with Audio Meters and Waveforms
- Adjusting Volume in the Timeline
- Adjusting Volume Across a Selected Area
- Animating Audio Levels
- Subframe Audio Adjustments
- Adjusting Volume in the Audio Inspector
- Resetting All Volume Adjustments
- Adjusting Volume from the Modify Menu or Keyboard
- Nudging Keyframes
- Audio Fades
- Crossfading between Clips
- Panning Audio
- Configuring Audio Channels
- Stereo Panning
- Animating Pan Effects
- Panning in the Timeline
- Surround Panning
- Preset Pan Methods
- Managing Audio Channels
- Enabling and Disabling Channels
- Breaking Apart Audio Clips

Working with Audio Effects

- Audio Equalization
- Applying Enhancements Manually

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- Adjusting Equalization
- Equalization Filters
- Using Custom Controls
- Turning Off or Removing a Clip Effect
- Transferring Effects to other Clips
- Levels Effects
- Reverbs, Spaces and Echo Effects
- Distortion Presets
- Pitch Shifting and Voice Effects
- Preserving Pitch When Retiming Clips
- Animating Audio Effects
- Overwriting and Replacing Clips
- Auditioning Clips in the Project
- Working with Storylines

Multicamera Editing

- Understanding Multicamera Editing
- Creating a Multicam Clip
- Viewing the Multicam Clip
- Editing With Multicam Clips
- Cutting Between Angles
- Channel Selection
- Switching Angles
- Trimming Multicam Clips
- Custom Multicam Clip Settings
- Modifying a Multicam Clip
- Changing Order
- Fixing Sync
- Adding/Deleting an Angle
- Adding Effects

Keying and Compositing

- Creating a Multilayered Show Opener
- Laying the Groundwork
- Using a Compound Clip from the Event Browser
- Timing Edits with Markers and Hold Segments
- Using Keying and Masking Effects

- Automatic Keying and Manual Sampling
- Using a Garbage Mask
- Advanced Keying Features
- Compositing Generators
- Compositing Graphics
- Layered Graphics
- Advanced Keying Features

Transformations, Effects, and Titles

- Transforming Clips
- Working with Effects
- Browsing, Previewing, and Applying Effects
- Modifying and Combining Effects
- Creating Titles
- Modifying Titles
- Using Text Styles
- Custom Titles
- Using Roles with Titles

Creating Animation

- Animating Clip Position
- Keyframing in the Viewer
- Keyframing in the Inspector
- Keyframing in the Video Animation Editor
- Animating a Generator
- Creating a Travel Matte
- Animating with Transitions

Color Correction Basics

- Understanding Color Correction
- Using an Appropriate Display
- Using the Highest Quality Media
- Using Original or Optimized Media
- Manually Relinking Offline Clips
- Learning the Color Correction Interface
- Applying Automatic Color Adjustments
- Controlling iMovie Adjustments

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- Using Video Scopes
- Adjusting Contrast Using the Color Board

Adjusting Color and Saturation

- Using the Color Controls
- Manually Eliminating Color Casts
- Adjusting Color Temperature Creatively
- Using the Global Color Control
- Adjusting Saturation
- Changing Saturation with Contrast Adjustments
- Dissolving Between Two Grades

Color Matching

- Understanding Shot Matching
- Matching Clips Automatically
- Performing Simple Clip Matching
- Matching Corrected Clips
- Matching Clips Manually
- Breaking Down a Scene
- Grading the First Clip
- Matching Other Clips to the Reference Clip
- Copying Grades
- Using HIdden Commands to Apply Corrections
- Matching Insert Clips
- Using Additional Corrections and Effects in a Scene
- Adding Corrections to Individual Shots
- Saving and Applying Correction Presets
- Adding Correction to an Entire Scene using Compound Clips
- Adding Other Effects to a Grade
- Using Broadcast Safe

Creating Isolated Color Adjustments

- Using Color Masks
- Working Inside and Outside of Masks
- Using Shapes to Target Frame Regions
- Using a Shape to Create a Vignette
- Combining Shapes

- Combining Shapes and Masks
- Masking Difficult-to-Isolate Skin Tones
- Masking Corrections to the Sky
- Animating Shapes

Advanced Sharing and Sending to Compressor

- Sending from Final Cut Pro X vs. Sending to Compressor
- Exporting Projects and Media for Finishing
- XML Round Trips
- Exporting Media Using Roles
- Sending to Compressor
- Understanding the Compressor User Interface
- Using Window Layouts
- The Compressor Workflow: Batches, Jobs, and Settings
- Using Automatic Settings, vs. Auto Detect Settings
- Creating Custom Settings: Encoder, Frame, Filters, Geometry, Actions
- Creating and Using Droplets
- Advanced Compressor Topics

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