

TechnoMaster

Final Cut Pro X

Duration: 30 Hrs (Changeable) | Fees: Individual / Batch

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Syllabus Contd..

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MODULE 1: Working with the Interface

- * Final Cut Pro Interface
- * Following a Workflow
- * Working with Projects
- * Working with Bins
- * Working with the Timeline and Canvas
- * Adjusting the Timeline

MODULE 2: Marking and Editing

- * Playing Clips in the Viewer
- * Marking Clips
- * Preparing to Edit
- * Making Overwrite Edits
- * Adding Audio
- * Backing Up Sequences
- * Inserting Clips

MODULE 3: Editing in the Timeline

- * Manipulating Clips in the Timeline
- * Editing in the Timeline

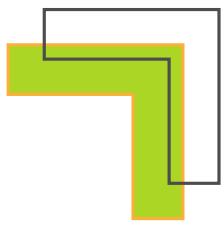
MODULE 4: Other Editing Options

- * Editing Sound Bites
- * Marking in the Timeline
- * Replacing Edits
- * Deleting Clips and Gaps



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- * Storyboard Editing

MODULE 5: Single-Sided Trimming

- * Trimming
- * Dragging to Trim
- * Rippling Edits
- * Using the Razor Blade Tool
- * Trimming in the Viewer
- * Extending an Edit

MODULE 6 : Two-Sided Trimming

- * Trimming Two Edit Points
- * Rolling Edit Points
- * Slipping Clip Content
- * Slipping by Numbers and Shortcuts
- * Adjusting Clip Placement
- * Using the Trim Edit Window

MODULE 7: Master Clips, Sub clips, and Markers

- * Working with Master Clips
- * Working with Sub Clips
- * Working with Markers

MODULE 8: Customizing a Project

- * Customizing Browser Columns
- * Customizing the Interface



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- * Choosing Settings and Preferences

MODULE 9: Capturing Video

- * Connecting Sources for Capture
- * Previewing and Marking Your Source
- * Logging Your Clips
- * Preparing to Capture
- * Capturing Options
- * Setting Capture Preferences

MODULE 10: Importing and Exporting

- * Importing
- * Exporting Files
- * Exporting with Compressor
- * Reconnecting Media

MODULE 11: Working with Audio

- * Hearing and Seeing Audio
- * Adjusting Audio Levels
- * Working with Audio Clips
- * Working with Sync

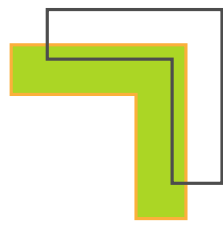
MODULE 12: Applying Transitions

- * Understanding Transitions
- * Applying Audio Transitions
- * Applying Video Transitions



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- * Working with Other Transitions
- * Rendering Transitions
- * Favorite and Default Transitions

MODULE 13: Mixing Audio Tracks

- * Adding and Organizing Audio Tracks
- * Applying Audio Key frames
- * Mixing Tracks in Real Time
- * Using the Voice Over Tool

MODULE 14: Adding Filters

- * Understanding Filters
- * Applying Video Filters
- * Sharing and Saving Filters
- * Applying Audio Filters
- * Applying Corrective Filters

MODULE 15: Building a Composite Image

- * Compositing Clips
- * Adding Generated Items
- * Changing Filter Parameters in the Timeline
- * Rendering and Exporting Comps

MODULE 16: Creating Motion Effects

- * Adjusting Views
- * Creating Motion Effects



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MODULE 17: Adding Text and Graphics

- * Working with Text Generators

MODULE 18: Finishing and Outputting

- * Finishing Audio and Video
- * Exporting Finished Sequences
- * Outputting to Tape
- * Recapturing an Offline Project
- * Backing Up Projects

MODULE 19: Video Transition Effects

- * Applying Video Transitions
- * Removing Transitions
- * Render Bars and RT Extreme
- * Rendering
- * RAM Previews
- * Adjusting Transition Settings
- * Saving Favorite Transitions
- * Default Transition

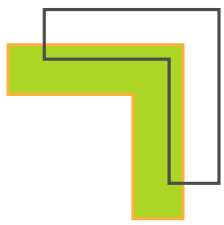
MODULE 20: Video Filter Effects

- * Applying Video Filters
- * Adjusting Filter Settings
- * Removing Filters
- * Saving Favorite Filters



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- * Saving Window Layouts for Effects
- * Recommended Window Layouts for Effects

MODULE 21: Speed Effects

- * Constant Speed Effects
- * Variable Speed Effects
- * Freeze Frames

MODULE 22: Motion Effects

- * Basic Motion
- * Crop
- * Distort
- * Opacity
- * Drop Shadow
- * Motion Blur
- * Motion Paths
- * Working with Color Mattes
- * Working with Garbage Mattes
- * Pan and Zoom
- * Viewing Options

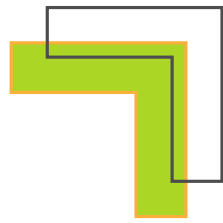
MODULE 23: Compositing with Nests

- * Superimpose Edits
- * Nesting
- * Exporting a QuickTime Self-Contained Movie



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- * Exporting a QuickTime Reference Movie

MODULE 24: Additional Effects Techniques

- * Add Edits to Minimize Rendering
- * Paste Attributes
- * Auto Render
- * Render Manager
- * Applying Filters as Transitions
- * Creating Perspective

MODULE 25: Composite Modes

- * Add
- * Difference
- * Subtract
- * Multiply
- * Screen

MODULE 26: Chroma Keyer

- * Chroma Keyer
- * Color Smoothing, 4:1:1 and 4:2:2
- * Spill Suppressor, Blue and Green

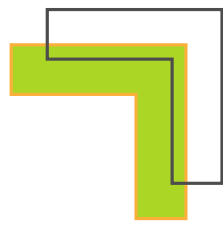
MODULE 27: Color Correction Concepts

- * Color Correction Environment
- * Color Correction Goals
- * Neutralizing Mac OS X



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- * Calibrating Broadcast Monitors

MODULE 28: Working with Broadcast Safe Video

- * Video Scopes
- * Color Correction Window Layouts
- * Range Check
- * Color Corrector 3-way

MODULE 29: Correcting White Balance

- * Correcting White Balance

MODULE 30: Balancing a Scene

- * Copying Filter Controls
- * Frame Viewer

MODULE 31: Secondary Color Correction

- * Changing a Specific Color
- * Isolating a Color for a Black and White Background

MODULE 32: Additional Color Effects

- * Combining Color Correction with Composite Modes
- * Isolating Multiple Colors for a Black and White Background

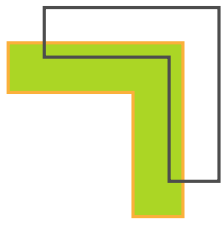
MODULE 34: Media Management

- * Reconnecting Media
- * Deleting Media Files
- * Find
- * Render Manager



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- * Media Manager

MODULE 35: Compressor

- * Preparing for Compressor
- * Adding Files to the Batch Window
- * Selecting Presets
- * Preview
- * Creating Presets
- * Setting Destinations
- * Setting Output Files
- * Submitting to the Batch Monitor
- * Droplets