

An Introduction to Final Cut Pro X – Course Outline - (3-Day)

Day 1

- Overview and Organization - the fun stuff.
- Importing, Events, Projects, Libraries, oh my!
- Metadata: What is it and why should I care? Keywords, Smart Collections, notes, folders, ratings, roles, markers and the mighty Inspector Window.
- The art and arc of the post production workflow. Methods to the madness.
- Insert, append, overwrite, replace - three point/four point edits.

Day 2

- The magnetic timeline. What it is and how to make it your best friend: Working, searching, sifting and organizing within the timeline.
- The Mighty Timeline Index
- The art of the assembly.
- Storylines, connected clips, audition, and the Tools of the Trade: Trim tool, Blade, Ripple, Roll, Slip/Slide, Position Tool, Range Tool, Keyframes, Handles, and more!
- Intro to multi-cam and audio sync'ing.
- Redundancy: Duplicating projects, snapshots, history, project management.

Day 3

- Refining the rough cut.
- Fine tuning: transitions, fades, compound clips, titles, VO, sweetening & organizing audio
- Intro to color correction, LUTS, Log/Rec. 709/2020 (What in the world is it?)
- The art and importance of Sound: EQs, Effects, Mix-downs, Buses and Auto-Enhancements.
- Out-putting, exporting, converting, rendering and intro to Compressor.
- Light-speed editing: tips, tricks, shortcuts, and the many secret hidden features in FCPX