

MC210: Media Composer Professional Editing II – (Three-Days)

Workflows for Long-form

- Review of Workflows
- Importing Media Using Dynamic Media Folders
- Working with DPX
- Mid Project Management
- Understanding the Folder Structure for Managed Media

Preparing for the Edit

- Syncing Clips
- Metadata Management (Data Wrangling)
- Importing Information in an ALE
- Managing Bins
- Using Markers

Color Management

- Why is Color Management Important?
- Color Space
- Color Workflow
- Using the Source Settings
- Using LUTs and CDLs

Mastering Settings

- Understanding Settings
- Types of Settings
- Settings and Their Locations
- Managing Settings
- Some More Settings Tricks
- Summary

Script Based Editing

- What Is a Lined Script?
- Using Script Integration
- Preparing a Script for Script Integration
- Linking Clips to Scripts
- Adding Script Marks
- Editing with the Script Window

Working with the Timeline

- Making the Timeline Work for You
- Timeline Settings
- Lassoing Options
- Configuring the Timeline
- Additional Timeline Features
- Timeline Quick Find

Advanced Trimming

- Taking Trimming to the Next Level.... 186
- The Trim Mode: A Quick Review
- Keeping in Sync



- Bi-Directional Trimming
- Analyzing Audio at Cut Point
- Entering Trim Mode on Just One Track
- Trimming on the Fly
- Slipping and Sliding
- Asynchronous Trimming
- Red Roller Trimming

Metadata for Output

- Using Subtitles
- The Sub Cap Effect
- Using the SubCap Effect
- AS-11: Professional Delivery of Broadcast Material
- Active Format Description in the Data Track

Music, Sound & Multichannel Editing

- Audio Workflow
- Multichannel Audio
- Audio Ducking
- Audio Grouping
- Multichannel Enhancements in Media Composer
- Working with Surround Sound
- Using the Audio Mixer for Multichannel Mixing

Fixing Problems with Paint Tools

- Introducing Paint
- Object-Manipulation Tools
- Putting the Paint Effect to Use
- Paint Effect Modes
- Using Scratch Removal
- Animation

Compositing and Tracking

- Compositing for VFX
- AniMatte
- Keying with SpectraMatte
- Garbage Mattes
- The Tracker

Improving the Story with VFX

- Working on a Comp
- Improving the Performance with Split Screens
- Creating a Defocus Effect to Imply Depth of Field
- The Horror Mask
- The Desert Comp