

# Apple Final Cut Pro

**Duration:** 4 Days

**US Price:** \$1895

**Delivery Option:** Courses are delivered via online live remote attendance option 8:00 am - 4:00 pm PST. Students receive digital course materials prior to the start of the course.

## Description

Final Cut Pro X is a professional video editing app used by video enthusiasts and award-winning Hollywood filmmakers alike. This hands-on course is designed for those who want to learn the full-feature set of Final Cut Pro X and how to use it in any editing environment. Final Cut Pro X lets you edit and deliver 360 degrees editing, advanced color grading, HDR support and ProRes Raw. Final Cut Pro is built on a powerful 64-bit architecture optimized for high-performance to meet the needs of today's creative editors. Final Cut Pro's dynamic editing interface and magnetic timeline lets you experiment freely while working with extraordinary speed and precision.

Course taught by an expert real-world Apple Certified Instructor.

If you don't own the software, a free 30-day trial can be downloaded [here](#).

## Prerequisites

Basic knowledge of a Mac computer. Knowledge of basic editing terminology is helpful but not required.

## Course Overview

### Getting Started

- Upgrading Existing Events, Projects, and Libraries
- Preparing the Source Media Files
- Introducing the Job and the Workflow

### Understanding a Database

- Fields vs. Records vs. Tables
- Database information vs. Spreadsheet Information

## Importing Media

- Understanding Clips, Events, and Libraries
- Creating a Library
- Preparing to Import Camera Source Files
- Using the Media Import Window
- Creating a Camera Archive
- Importing Source Media from a Camera
- Navigating Within a Filmstrip Preview
- Importing Clips from a Camera Card
- Choosing Media Import Options
- Applying Media Import Options
- Import Files from a Volume
- Importing Existing Files from a Volume
- Dragging from the Finder or Other Apps

## Making the First Edit: Part One

- Understanding a Project
- Creating a Project
- Defining the Primary Storyline
- Appending the Primary Storyline
- Rearranging Clips in the Primary Storyline
- Modifying Clips in the Primary Storyline
- Performing Insert Edits
- Rippling the Primary Storyline
- Timing the Primary Storyline
- Inserting a Gap Clip
- Blading and Deleting
- Joining a Through Edit
- Refining Some Sound Bite Edits
- Editing Above the Primary Storyline

## Revising the Edit

- Versioning a Project
- Snapshotting a Project

## Organizing Clips

- Introducing the Libraries, Browser, and Viewer Panes
- Using Keywords
- Keywording a Clip
- Keywording a Range
- Adding Notes to a Clip
- Assigning Ratings
- Applying Ratings
- Customizing a Favorite
- Search, Sort, and Filter
- Filtering an Event
- Working with Smart Collections
- Creating a Library-Wide Smart Collection
- Detecting People and Shot Composition
- Assigning Roles

## Making the First Edit: Part Two

- Adding and Trimming Connected B-roll
- Understanding Connected Clip Sync and Trimming Behaviors
- Creating a Connected Storyline
- Converting Connected Clips into a Connected Storyline
- Appending Clips to a New Connected Storyline Editing Below the Primary Storyline
- Connecting a Music Clip
- Finessing the Rough Cut
- Adjusting the Edits
- Adjusting Clip Volume Levels
- Connecting Two Additional B-Roll Clips
- Refining Edits Using Cross-dissolves and Fade Handles
- Sharing Your Progress
- Sharing an iOS-Compatible File

## Enhancing the Edit

- Retiming Clips
- Setting a Constant Speed Change

- Lifting from a Storyline
- Lifting Clips Out of a Storyline
- Replacing a Clip
- Replacing the Primary Storyline
- Creating Time at 0:00
- Working with Markers
- Creating Markers
- Using the Position Tool
- Realigning Sound Bites and B-roll to Music
- Working with Auditions
- Repositioning Storyline and Deleting Within
- Importing the Aerial Clips Using Finder Tags
- Working with an Audition Clip
- Trimming the Tops and Tails
- Trimming the Aerials
- Editing with Blade Speed
- Working with Video Effects
- Experimenting with Video Effects
- Creating a Depth of Field Effect
- Working with Video Transitions
- Experimenting with Transitions
- Compositing Using Spatial Parameters
- Creating a Two-Up Split Screen
- Exploring the Video Animati on Editor
- Compounding Clips
- Collapsing a Composite into a Compound

## Finishing the Edit

- Using Titles
- Adding and Modifying a Lower Third
- Creating 3D Titles
- Exploring 3D Options
- Working with Audio
- Adding Sound to a Clip
- Adjusting Volume Levels over Time
- Understanding Audio Enhancements
- Recording a Voiceover
- Using the Voiceover Tool
- Connecting the Image
- Exploring the Color Correction Tools for Luma
- Exploring the Color Correction Tools for Chroma

## Managing Libraries

- Storing the Imported Media
- Importing Existing Files as Externally Referenced
- Importing as Internally Managed Clips
- Copying as Externally Referenced
- Moving and Copying Clips within a Library
- Making a Library Portable

## Sharing a Project

- Creating a Viewable File
- Sharing to an Online Host
- Sharing to a Bundle
- Sharing a Master File
- Creating an Exchangeable File
- Utilizing Compressor

## Advancing Your Workflow

- Using Manual Settings for a New Project
- Synchronizing Dual System Recordings
- Using Chroma Key
- Working with Multicam

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