

Building a Promo in Final Cut Pro 10.3

1. Introduction

- Tutorial Overview
- The Project Brief
- Production Scheduling
- Production Gear
- Quintessa Videos
- Interview Setups

2. Creating Media Backups

- Data Wrangling
- The Necessity of Camera Archives
- Backing Up Media Cards in the Finder
- Maintaining Card Data Structures
- The Anatomy of a Camera Archive

3. Importing Your Media

- Choosing a Library Storage Option
- Preparing Media for Import
- Creating Multiple Selection Ranges
- Clearing Selection Ranges
- Importing Your Media

4. Importing Red Media

- Setting up FCP X for RED Workflow
- Understanding RED File Structures
- Viewing R3D Media in the Import Window
- Transcoding RED Media

5. Fixing Time Date Issues

- Setting Up Your Workspace
- Sorting by Content Creation Date
- Getting Back to the Future
- Assigning Custom Command

6. Warp Speed Clip Tagging

- Pre-Organizing Your Media
- Creating Keyword Collections
- Skimmer Keyword Tagging
- Rejecting Clips
- Creating and Removing Keywords

7. Syncing & Organizing Interviews

- Assigning Camera Metadata
- Creating a Multicam Clip
- Working in the Angle Viewer
- Working in the Angle Editor
- Checking Sync

8. Breaking Down the Interview

- Rating the Interview
- Naming Your Favorites
- Reconfiguring the Smart Collection

9. Building the Rough Cut

- Removing Filler Words
- Using the Flow Transition
- Creating Timing Space
- Removing Unintelligible Words
- Adding To Do Markers
- Adding B-Roll

10. Refining the Edit - Part 1

- Connect Edit Cutaways
- Clip Filtering
- Adjusting Clip Timing
- Creating Connected Storylines
- Matching Action
- Rolling the Edit
- Rippling the Edit

11. Refining the Edit - Part 2

- Adding a Timing Gap

- Auditioning Alternate Clips
- Cutting to Angle B
- Retiming a Clip
- Lift from Storyline
- Final Refinements

12. Sweetening the Soundtrack

- Creating a Workspace
- Evaluating the Audio Signal
- Configuring the Audio for Effects
- Working with a Limiter
- Copying & Pasting the Limiter

13. Adding Music & Effects

- Adding Music
- Setting Proper Levels
- Performing a 3-Point Edit
- Ducking the Music
- Timing Edits to Music
- Adding Sound Effects

14. Primary Color Correction

- Configuring the Scopes Window
- Color Correction Commands
- Improving Dynamic Range
- Improving Color Saturation
- Adding a Sharpen Filter
- Copying & Pasting Corrections
- Fixing Color Balance Issues
- Apply Correction from Previous Edit
- The Match Color Command
- Subjective vs. Objective Corrections

15. Secondary Color Correction

16. Color Correcting RED Media

- Metadata Manipulation
- ALtering the RAW Settings
- Transcoding RED Media

17. Working with Titles & Graphics

- Locating Titles & Generators
- Previewing Titles
- Adding a Lower Third
- Re-purposing Titles

18. Adding a Corporate ID

- Adding a Graphic ID Template
- Adding a Photo Background
- Building the Graphic
- Animating Photoshop Layers
- Re-purposing Graphics

19. Delivering the Finished Promo

- Assigning Metadata
- Creating Custom Metadata
- Reusing Tags
- Frame.io