

360 Video Editing in Final Cut Pro 10.4

1. Getting Your Head Around 360 Video

- VR Terminology
- 360 vs. VR
- Augmented Reality
- Head Mounted Displays - HMDs
- Smartphone HMDs
- VR HMDs
- Headset Refresh Rate
- 360 Video Types
- Stitching
- Equirectangular Projection
- Equirectangular Formats
- Ambisonic Audio

2. Preparing & Organizing 360 Media

- 360 Metadata
- Viewing Monoscopic 360 Content
- Viewing Stereoscopic 360 Content
- 360 Search Tags

3. Creating Projects for 360 Editing

- Using Automatic Settings
- Creating a 360 Project from a Clip
- Manually Conforming Clips
- Resolution Considerations

4. Editing 360 Movies

- Trimming 360 Content
- Correcting 360 Orientation
- Adjusting the Field of View
- Using the Reorient Controls
- Adjusting Tilt
- Enabling Horizon Overlays
- Adjusting Pan
- Adjusting Roll
- Resetting the Field of View

- Using the Onscreen Reorient Controls
- Saving & Applying Reorient Presets
- Animating the Reorient Effect

5. Removing a Camera Rig

- Using the 360 Patch Effect

6. Editing 360 movies in Standard Projects

- Animating the Orientation
- Adding a 360 Sharpen Effect
- Adding a Patch Preset
- Deconstructing the Effect

7. Enhancing 360 Projects

- Integrating Flat Elements into a 360 Project
- White Balancing a 360 Clip
- Performing a 3-Point Connect Edit
- Using 360 Transforms
- Spherical & Cartesian Coordinates
- Manipulating Latitude & Longitude
- Animating the Rotation
- Adding Effects to a Projected Clip
- Copying & Pasting Effects

8. Adding 2D Elements to 360 Projects

- Adding 360 Graphics, Text & Effects
- Working with 360Fly Footage
- Fixing Orientation Issues
- Editing & Transforming the Graphic

9. Adding 2D & 3D Titles to 360 Projects

- Editing a Basic Lower Third
- Working with 360 3D Text

10. Working with 360 Effects

- Standard Effects vs. 360 Effects
- Masking a 360 Gaussian Blur
- Keyframing the Mask
- Applying a 360 Gloom Effect

11. Viewing 360 Content with the HTC VIVE

- Viewing VR on a MacBook Pro
- Steam & SteamVR
- Setting up the HTC VIVE for FCPX

12. Sharing 360 Movies

- Exporting Movies for Sharing Services
- Exporting an HEVC File
- Sending 360 Projects to Compressor
- Viewing Job Metadata
- Creating a Custom Setting
- Creating a Custom Setting & Exporting
- Exporting HEVC from FCPX
- Uploading & Storing the Master

13. Creating 360 Motion Graphics

- Choosing a Project Type
- Importing a 360 Clip as a Project
- Working with 360 Viewports
- Applying the 360 Reorient Filter
- Adding a Particle Emitter
- Making the Particles 3D
- Changing Position & Blend Mode
- Sharing a Movie

14. Publishing 360 Effects to FCP X

- Adding a Drop Zone
- Converting a Project
- Publishing Parameters