

# Final Cut Pro 10.4 Core Training

## 1. Exploring the User Interface

- Launching Final Cut Pro
- Final Cut Pro X Workflow
- The Libraries Pane
- The Toolbar
- The Media Browsers
- Customizing the UI
- Revealing Tool Tips
- Exploring User Preferences

## 2. Commanding the Keyboard

- Using Shortcuts with Modifier Keys
- Locating Keyboard Commands
- Filtering the Virtual Keyboard
- Customizing the Keyboard
- Using Command Search & Help

## 3. Working with Libraries

- Understanding Library Hierarchy
- Creating a Library Workflow
- Opening Pre-Existing Libraries
- Closing Libraries
- Locating Your Libraries
- Storing and Opening Backups
- Opening Libraries at Launch

## 4. Choosing a Media Storage Location

- Creating a Library
- Assigning a Storage Location
- Navigating the Media Import Window
- Choosing Media Storage Options
- Copying Files to the Library
- Leaving Files in Place

## 5. Importing Media from Cameras

- Importing from Cameras

- Importing from a Camera Archive
- Customizing the Metadata List
- Importing Single or Multiple Clips
- Importing Selection Ranges
- Transcoding During Import
- Checking Analysis Options
- Creating Camera Archives

## 6. Importing Media from Hard Drives

- Reasons for Importing from a Hard Drive
- Importing Folders as Keyword Collections
- Analyzing Video During Import
- Analyzing for People
- Analyzing Audio During Import
- Viewing Keyword Collections & People Smart Collections
- Importing by Drag & Drop

## 7. Working with Events

- Understanding Events
- Creating Events
- Moving & Copying Media Between Events
- Deleting Media in Events
- Deleting Events
- Viewing Clips as a Filmstrip
- Enabling Continuous Playback
- Viewing Clips as a List
- Using the Task Menu

## 8. Keywords & Smart Collections

- Setting up the UI for Organizing
- Saving a Custom Workspace
- Identifying Clips with Keywords
- Creating a Keyword Collection
- Drag & Dropping Clips to a Keyword Collection
- Removing Clips from a Keyword Collection
- Assigning Frequently Used Keywords
- Viewing and Adding Keywords with the Skimmer
- Searching for Clips
- Using the Filter HUD
- Performing Keyword Searches
- Creating Custom Smart Collections

## 9. Rating & Transcoding Media

- Rating Clips as Rejects
- Un-Rating Clips
- Rating & Viewing Clips as Favorites
- Assigning Keywords to Ranges
- Transcoding Media

## 10. Setting up a Project

- Creating a New Project
- Choosing Project Properties
- Locating Projects

## 11. Building a Project

- Making Selections & Playing Clips in the Browser
- Marking Ranges on the Fly
- Renaming Clips in the Browser
- Creating a Selection Range
- Dragging Clips into the Timeline
- Introducing the Editing Buttons
- Appending Clips to the Primary Storyline
- Inserting Clips to the Primary Storyline
- Navigating in the Timeline
- The Skimmer vs. the Playhead
- Reordering Clips in the Timeline

## 12. Synchronizing Clips & Rating Interviews

- Reasons for Syncing Video & Audio
- Creating a Synchronized Clip Smart Collection
- Changing the Audio Playback Channel
- Rating Interviews
- Creating a Favorites Smart Collection
- Adding Favorites to the Project

## 13. Performing Insert, Overwrite & Connect Edits

- Introduction
- Inserting a Clip Using the Playhead
- Inserting a Clip Using the Skimmer
- Performing an Overwrite Edit
- Inserting Multiple Clips into the Timeline

- Understanding Storylines
- Performing a Connect Edit
- Understanding the Magnetic Timeline
- Performing a Video-Only Connect Edit
- Making a Trim
- Nudging and Disabling a Connected Clip

## 14. Removing Unwanted Material

- Locating Clips with the Timeline Index
- Removing Unwanted Material Using the Range Selection Tool
- Removing Unwanted Material Using Keyboard Shortcuts
- Enabling & Disabling Clip Snapping
- Performing Blade Trims
- Performing Playhead and Skimmer Trims
- Using Trim to Selection

## 15. Replacing Clips & 3 - Point Edits

- Performing a Replace Edit
- Performing a 3-Point Edit
- Creating a Back-Timed 3-Point Edit

## 16. Adjusting Clip Timing

- Trimming Defined
- Trimming with the Selection Tool
- Trimming with the Keyboard
- Creating Split Edits
- Flattening a Clip to the Primary Storyline

## 17. Auditioning Clips

- Introduction
- Creating a Selection Range to Audition
- Changing the Audition Pick
- Add to Audition vs. Replace and Add to Audition
- Previewing the Audition Clip

## 18. Using the Trimming Tools

- Working with the Trim Tool
- Performing a Ripple Edit with Snapping
- Performing a Rolling Edit
- Performing a Slip Edit

- Performing a Slide Edit
- Trimming with the Precision Editor

## 19. Multicam Editing

- Creating a Multicam Clip
- Viewing Angles in a Multicam Clip
- Enabling Video Only Switching
- Performing a Multicam Edit in the Timeline
- Switching Angles without Making Cuts
- Multicam Editing with the Keyboard
- Making Adjustments to the Edit

## 20. Working with Storylines

- The Advantage of Storylines
- Understanding Gap Clips
- Performing Extract and Lift Edits
- Using the Position Tool
- Replacing Gap Clips

## 21. Working with Connected Storylines

- Final Cut Pro X's Editing Paradigm
- Understanding Secondary Storylines
- Re-ordering & Trimming Clips in a Connected Storyline
- Disabling Clips in a Secondary Storyline
- Changing Storyline Timing with a Gap Clip

## 22. Editing the Soundtrack

- Duplicating a Project
- Setting up the Project for Sound Editing
- Disabling & Detaching Audio
- Changing Clip Volume
- Understanding Audio Delivery Requirements
- Soloing Clips
- Creating Fades
- Changing the Fade Type
- Copying & Pasting Volume Effects

## 23. Working with Music

- Introducing Audio Roles
- Adjusting Music Loudness

- Using Music Beat Markers for Cutting
- Controlling the Volume of a Clip Over Time
- Adjusting Audio Keyframes
- Copying and Pasting Keyframes
- Making Timing Refinements

## 24. Refining the Edit

- Becoming a Final Cut Pro
- Replace & Retime to Fit
- Tightening Up the Pacing
- Adding a Split Edit

## 25. Enhancing the Soundtrack

- Analyzing Audio for Problems
- Improving Loudness
- Reducing Background Noise
- Evening Out Dialogue

## 26. Retiming Effects

- Retiming - Constant Speed Effects
- Using the Custom Speed Window
- Using the Retiming Handle
- Reversing a Clip
- Retiming - Variable Speed Effects
- Smoothing Speed Transitions
- Changing the Video Quality
- Analyzing & Rendering with Optical Flow

## 27. Creating Freezes & Holds

- Creating a Freeze Frame in the Timeline
- Creating a Freeze Frame in the Browser
- Creating Hold Frames

## 28. Applying & Modifying Transitions

- Controlling Transition Overlap
- Applying the Default Transition
- Changing Transition Duration
- Rolling an Edit Under a Transition
- Applying a Transition from the Media Browser
- Adjusting the Transition Properties

- Replacing a Transition
- Applying Multiple Transitions
- Changing the Default Transition

## 29. Applying & Animating Effects

- Previewing & Applying Effects
- Adjusting Effect Properties
- Removing Clip Attributes
- Using the Animation Editor
- Keyframing Effects

## 30. Working with Generators & Photos

- Reasons to Transform Images
- Using Apple's Motion as a Publishing Tool
- Changing the Parameters
- Adding Photos to a Project
- Changing the Spatial Conform

## 31. Working with Transform Controls

- Transforming Images in the Viewer
- Transforming Images in the Inspector
- Animating Transforms with Keyframes
- Navigating to Keyframes
- Working with Keyframes in the Animation Editor
- Animating Opacity

## 32. Trimming, Cropping & Distorting an Image

- Trimming an Image
- Cropping an Image
- Creating a Ken Burns Effect
- Distorting an Image

## 33. Working with 2D & 3D Titles

- Working with Basic Titles & Lower Thirds
- Editing Titles in the Viewer
- Changing Text Attributes in the Inspector
- Browsing for Title Themes
- Replacing & Editing a Title
- Working with 3D Titles
- Adding a 3D Animation Preset

- Changing Text Position & Rotation
- Adding a Material
- Changing the Lighting
- Saving a Style Preset
- Altering the Animation Parameters

### 34. Working with Compound Clips

- Enabling Safe Zones
- Creating a Compound Clip
- Editing a Compound Clip
- Adding a Drop Shadow
- Locating a Compound Clip

### 35. Balancing & Matching Color

- Reasons for Color Correction
- Auto Balancing Color & Contrast
- Manually White Balancing
- Shot Matching

### 36. Manually Color Correcting Video

- Primary vs. Secondary Color Correction
- Stacking Corrections
- Adjusting Exposure
- Adjusting Contrast
- Adjusting Saturation
- Adjusting Color

### 37. Using Color & Shape Masks

- Performing Targeted Corrections
- Giving the Sky More Punch
- Adding Pixels to the Matte
- Viewing the Matte
- Correcting Inside/Outside the Matte
- Targeting Specific Areas Using a Shape Mask
- Adding Multiple Shape Masks
- Copying and Pasting Corrections

### 38. Editing 360 Videos

- Opening the 360 Viewer
- Setting Your 360 Video Metadata Correctly



- Creating a 360 Project
- Reorienting 360 Videos
- Adding Titles to a 360 Project

## 39. Sharing Your Movie

- Sharing a Project
- Creating Bundles
- Exporting for Apple Devices
- Changing Export Settings
- Sharing to iTunes
- Creating & Exporting Chapter Markers