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