Final Cut Pro 11.0 Core Training

1. Exploring the FCP UI

- Introduction
- Launching Final Cut Pro
- Final Cut Pro Workflow
- The Libraries Sidebar
- The Toolbar
- Customizing the UI
- User Preferences
- Following Along with the Media

2. QuickStart: Editing & Effects

- Reviewing the Project Media
- Setting Import Preferences
- Libraries & Events
- Importing Media
- Changing Clip Appearance
- Creating a Project
- Adding Clips to the Timeline
- The Skimmer & Playhead
- Timeline Clip Appearance
- Trim Start and End
- Helpful Keyboard Shortcuts
- The Scrolling Timeline
- Split & Delete a Clip
- Assembling Your Clips
- Stabilizing a Clip
- Adding a Music Track
- Adding Beat Markers
- Creating Selection Ranges
- Performing a Swap Edit
- Using Keyboard Shortcuts
- Retiming Clips
- Replacing a Clip
- Adding a Transition
- Cropping Images
- Copying & Pasting Effects
- Animating the Crop
- Dealing with Jump Cuts
- Connecting Clips

3. QuickStart: Sound & Color

- Adjusting Volume
- Pasting Volume Attributes
- Soloing a Clip
- Adding a Sound Effect
- Keyframing Volume
- Adding Sound & Picture Fades
- Why Color Correct
- Automatic Color Correction
- Using the Color Board
- Adjusting Exposure & Saturation
- Adjusting Color
- Color Correcting Shot by Shot
- Matching Color
- Enhance Light & Color
- Sharing a Movie

4. Customizing the Keyboard

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

5. 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 App Launch

6. Media Storage Options

- Creating a Library
- Assigning a Storage Location
- Managed vs. External Libraries
- Navigating the Media Import Window
- Saving a Favorite Location
- Choosing a Clip Storage Option
- Choosing a File Storage Options
- Copying Files to the Library

- Leaving Files in Place
- Understanding Symlinks

7. Importing Media from Cameras

- Importing from Camera Card
- Camera Archives
- Importing Selection Ranges
- Transcoding During Import
- Creating Camera Archives

8. Importing Media from Folders

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

9. Working with Events

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

10. Keyword & 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 Multiple Keywords
- Searching for Clips
- Using the Filter HUD

- Creating Smart Collections
- Library Level Smart Collections

11. Rating & Transcoding Media

- Rating Clips as Rejects
- Unrating Clips
- Rejecting a Selection Range
- Rating & Viewing Clips as Favorites
- Tagging Ranges as Favorites
- Assigning Keywords to Ranges
- Transcoding Media

12. Synching & Rating an Interview

- Dual-System Recording
- Synchronizing Clips
- Creating a Synchronized Clip Smart Collection
- Changing the Audio Playback Channel
- Rating Sound Bytes

13. Working with Projects

- Creating a New Project
- Choosing Project Properties
- Working with Multiple Video Formats
- Modifying the Project Settings
- Locating Projects

14. Appending & Inserting Clips

- The Editing Buttons
- Appending Clips to the Primary Storyline
- Navigating in the Timeline
- Inserting a Clip Using the Playhead
- The Skimmer Vs. the Playhead
- Inserting a Clip Using the Skimmer

15. Overwriting & Connecting Clips

- Performing an Overwrite Edit
- Performing a Connect Edit
- Understanding the Magnetic Timeline
- Performing a Video-Only Connect Edit
- Moving and Disabling a Connected Clip
- Overwrite to the Primary Storyline

- 3-Point Edit Overwrite Edits
- Creating a Back-Timed 3-Point Edit

16. Removing Unwanted Material

- Using the Blade Tool
- Using the Range Selection Tool
- Performing Blade Trims
- Performing Skimmer Trims
- Performing Clip Skimmer Trims

17. Replacing Clips

- Performing a Replace Edit
- Replace from Start/End
- Replace & Retime to Fit
- Replace & Add to Audition
- Previewing an Audition Clip

18. Adjusting Clip Pacing

- Inserting a Gap Clip
- The Magnetic Timeline Revisited
- Using the Position Tool
- Performing Extract and Lift Edits
- Replacing Gap Clips

19. Adjusting Clip Timing

- Trimming Defined
- Trimming with the Selection Tool
- Trimming with the Keyboard
- Creating Split Edits
- Trimming with the Trim Tool
- Performing a Rolling Edit
- Performing a Slip Edit
- Performing a Slide Edit
- Trimming with the Precision Editor

20. Multicam Editing

- Identifying the Angles
- Creating a Multicam Clip
- Correcting Sync in the Angle Editor
- Adding a Multicam Clip to a Project
- Switching an Angle

25. Exporting for Social Media

- Collapse to Connected Storyline
- Exporting Captions
- Exporting for Instagram with Open Captions
- The Magic of Smart Conform
- Exporting with Burn-In Captions

26. Working with Audio Roles

- Audio Roles Defined
- Soloing Clips
- Clip Skimming
- Organizing with Audio Lanes
- Focusing a Lane
- Creating Sub Roles
- Revealing Subrole Lanes

27. Editing the Soundtrack

- Configuring the Workspace for Sound Editing
- Examining Audio Configuration
- Expanding Audio Components
- Sound Editing with Components
- Adjusting Clip Volume
- Adding Head & Tail Fades
- Adding Crossfades
- Removing Audio Content
- Detaching Audio
- Assigning a Subrole to a Component
- Splitting & Moving Audio
- Role Workflow Recap
- Assigning Roles Pre-Edit
- Audio Clean Up

28. Mixing the Soundtrack

- Soloing Role Groups
- Reading the Audio Meters
- Audio Delivery Requirements
- Enhancing the Dialogue
- Enhancing Loudness
- Reducing Noise
- Pasting the Enhancement
- Adjusting Effects Volume
- Controlling Volume with Keyframes

29. Creating Holds & Freezes

- Creating a Hold Frame
- Retiming Adjacent Segments
- Creating a Freeze Frame
- Creating a Freeze Frame in the Browser

30. Working with Photos

- Accessing the Photos Library
- Used Media Ranges
- Adding Photos to the Project
- Spatial Conform Options

31. Transforming Images

- Transforming Images in the Viewer
- Transforming Images in the Inspector
- Changing the Anchor Point
- Animating Transforms with Keyframes
- Navigating to Keyframes
- Altering Keyframes in the Animation Editor

32. Cropping & Distorting Images

- The Active Clip Indicator
- Trimming a Clip
- Cropping a Clip
- Animated Cropping - Ken Burns
- Distorting an Image

33. Generators, Titles, & Effects

- Previewing Generators
- Modifying the Generator
- Adding a Title
- Enabling Title Safe
- Changing Title Properties
- Animating Opacity
- Previewing & Applying Effects
- Applying & Modifying a Drop Shadow

34. Working with Transitions

- Understanding Transition Overlap
- Applying the Default Transition

- The Anatomy of a Transition
- Transitions with no Media Handles
- Trimming with a Transition
- Rolling an Edit Under a Transition
- Applying a Transition from the Media Browser
- Adjusting Transition Properties
- Replacing and Deleting a Transition

35. Working with Compound Clips

- Pasting & Removing Attributes
- Creating Compound Clip
- Editing Inside a Compound Clip
- Compound Clips and Ken Burns
- Transitions and Compound Clips
- Working with Multiple Compound Clips

36. Tracking Effects

- Adding a Gaussian Blur
- Adding a Shape Mask
- Working with the Tracker
- Changing the Analysis Method

37. Editing HDR & Cinematic Media

- What is Color Gamut?
- Modifying a Library Gamut
- Viewing HDR
- HDR Clip Attributes
- PQ vs. HLG
- HDR Clips in an SDR Project
- Automatic Color Conform
- Manual Color Conform
- Exporting HDR Projects
- Editing Cinematic Clips
- Changing Depth of Field
- Enabling Cinematic Mode
- Controlling Focus

38. Color Correcting with Wheels & Curves

- Choosing a Corrector
- Controlling Contrast
- Controlling Color Balance
- Analyzing Video with Scopes

- Expanding Latitude
- Tonal Range Overlap
- Primary vs Secondary Corrections
- Using Hue vs Sat
- Using Hue vs Luma
- Using Hue vs Hue
- Renaming Correctors
- Drag & Drop Correctors
- Using the Luma Curve
- Creating an S-Curve

39. Color Matching

- RGB Parade Scope
- Altering Color Balance
- Using the Comparison Viewer
- Saving a Color Workspace
- Shot Matching with Curves
- Saving Reference Frames
- Saving an Effect Preset

40. Creating Looks

- Previewing Looks
- Creating a Black & White Look
- Preserving Luminance
- Adding a Hue/Saturation Effect
- Tone Shaping the Image
- Using Audition Clips for Looks
- Creating the Sin City Look
- Adding a Color Mask

41. Correcting HDR Media

- Correcting HDR Media with Enhance Light & Color
- Color Conforming SDR to HDR
- Setting the Brightness Control Range
- Correcting SDR Clips in HDR Projects
- HDR Title Adjustments

42. Using Magnetic Mask

- Applying Magnetic Mask
- Creating a Selection
- Refining the Selection
- Analyzing the Selection

- Creating a Monochromatic Look
- Creating a Text Sandwich Effect