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Authorized Training Provider

FINAL CUT PRO X 10.3 PROFESSIONAL POST-PRODUCTION

Course : APL-CP101-030-IN   **Duration :** 48 Hours   **Course Fee :** ₹ 50,000/- * +

COURSE DESCRIPTION

This Final Cut Pro X 10.3 Professional Post-Production course is designed to provide students with a real-world workflow from raw media, to finished project, to demonstrating the features of Final Cut Pro X 10.3 and the practical techniques you will use in editing projects. Using professionally acquired media, you'll utilize the same tools and editing techniques used by editors worldwide in this revolutionary editing software.

OBJECTIVES

This Final Cut Pro X 10.3 Professional Post-Production course teaches participants the following skills:

- Basic workflow and tools
- Advanced Final Cut Pro X 10.3 features, including how to easily import and organize media using metadata
- Advanced audio design with Roles
- Stunning effects including 3D titles
- Fine-tuning clips in the timeline
- Comparing alternate shots from a collection of clips
- Applying effects, transitions, and re-timing clips
- Professional, real-world editing scenarios to create a final project

AUDIENCE

This Final Cut Pro X 10.3 Professional Post-Production course is intended for:

- Filmmakers, Videographers, Technical Directors, Graphic Designers
- Anyone who wants to edit professional-quality video with Final Cut Pro X and prefers hands-on and interactive instruction.

*GST Extra
+Apple Certification Charges Extra

PREREQUISITES

- Knowledge of OS X and basic computer navigation
- Basic knowledge of video editing terminology is highly recommended

TOPICS

Getting Started
- Upgrade earlier versions of events and projects
- Download and prepare lesson media files
- Understand basic Final Cut Pro workflow

Importing Media
- Define the clip, event, and library containers
- Understand the differences between managed and external media files
- Create a camera archive
- Import files using Media Import and the Finder

Organizing Clips
- Apply keywords to clip and clip ranges
- Search and filter clips by keywords
- Add notes and ratings to a clip
- Create Smart Collections
- Detect people and composition within clips
- Understand and assign roles

Making the First Edit
- Create a project
- Add and rearrange clips within a primary storyline
- Ripple, Roll, and Slip trim clips
- Blade, replace with gap, ripple delete, and join through edit
- Perform connect edits
- Create and edit in a connected storyline
- Adjust audio levels
- Share the project to a media file

Revising the Edit
- Define and distinguish the two types of project duplication
- Understand the replace edit options
- Use markers for clip synchronization and task notes
- Create and edit with an audition clip
- Refine project using trim to playhead and trim to selection

Enhancing the Edit
- Vary the playback speed of clips
- Modify the look of clips with effects
- Utilize transitions
- Adjust transform and compositing controls
- Create compound clips

Finishing the Edit
- Add and modify a lower third
- Add and modify a 3D title
- Split edit audio and video
- Keyframe audio
- Color correct a clip

Sharing a Project
- Export to a media file
- Post media to an online host
- Create a bundle for multiple platforms
- Understand the XML workflow
- Integrate Compressor export options

Managing Libraries
- Import media as referenced and managed
- Move and copy clips within and between libraries
- Consolidate media files to one location

Advancing Your Workflow
- Identify manual options for new projects
- Synchronize dual system recordings
- Create a chroma key
- Understand the multicam workflow

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