

Final Cut Pro 6 Basics

Modality: Self-Paced Learning

Duration: 2 Hours

SATV Value:

CLC:

NATU:

SUBSCRIPTION: Learn, Master

About this Course:

In this course, we'll cover how to import, edit, and create transitions and effects. This tutorial outlines the basics of this powerful precision-editing program.

Course Objectives:

After completing this course you will be able to:

- Getting around in Final Cut Pro 6 and using the toolbar and audio meter
- Customizing the Interface
- Editing techniques for video and advance color correction
- Fine-tuning clips in the timeline
- Apply effects, transitions, and retiming clips

Target Audience

This course is designed for anyone who wants to edit professional-quality video with Final Cut Pro 6 and prefers hands-on and interactive instruction.

Prerequisites

There are no prerequisites to take this course.

Course Outline:

Final Cut Pro Interface

- Getting around in Final Cut Pro 6
- Using the toolbar and audio meter

Customizing the Interface

- Using the Arrange menu
- Resizing the windows
- Customizing the timeline
- Adding buttons to the Button bar
- Creating custom keystrokes

Getting Started

- Creating a new project
- Filtering Video settings
- Designating scratch disks
- Using Capture Now
- Using log and capture
- Importing files
- Creating a new bin
- Previewing footage in the viewer
- Using the JKL keyboard shortcut
- Setting in & out points
- Adding a clip to the timeline
- Using Insert and Overwrite edits

Adjusting Edit Points

- Turning off snapping
- Turning off linkage
- Using the Roll and Ripple tools
- Using the Slip and Slide tools
- Inserting a transition
- Editing a transition
- Backing up FCP projects

Exporting Your Movie

- Using QuickTime movie
- Using QuickTime conversion
- Using Compressor

Introduction to Color Correction

- Using the color correction window arrangement

- Understand the Vectorscope
- Understand the Waveform Monitor
- Using the Color Corrector 3-way filter
- Using the Broadcast Safe filter

Advanced Color Correction

- Inverting the Color Corrector 3-way filter
- Using the Frame Viewer in the Tool Bench

Basic Video Effects

- Changing behavior of clips in the viewer
- Using key frames to composite effects
- Changing the speed of a clip

Working with Audio

- Using the Normalize Audio command
- Using the Vocal DePopper and DeEsser Filters

Other Effects

- Using the SmoothCam filter
- Using the Time Remap tool
- Using motion templates within Final Cut Pro
- Using the Timeline Layout Pop-Up menu
- Round-Trip editing to other applications
- Making a multi clip
- Real-time editing of multi clips
- Changing multi clip angles in the timelines

Motion Overview

- Getting around in Motion
- Customizing Motion
- Adding elements from the library to the composition
- Using the Inspector

- Using the HUD (Head Up Display)
- Using the timeline and mini timeline

Optimizing Your Mac for Motion

- Understanding what Motion needs to run well
- Changing settings in the canvas for performance
- Setting the play range
- Baking groups

Text in Motion

- Creating a new project
- Creating a new text layer
- Adding live fonts
- Changing text styles
- Adding text behaviors
- Changing behavior parameters

3D Motion Effects

- Changing a composition from 2D to 3D
- Adding a camera
- Adding a camera behavior
- Working with cameras in the canvas

Creating an Animated Background

- Adding a generator to a composition
- Adding filters to an object

Using Replicators

- Adding a replicator
- Changing replicator parameters

Using the Live Record Feature

- Using the Live Record feature
- Green Screen Keying
- Using the Primatte RT filter