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Course : Final Cut Pro X, the basics of video editing

Practical course - 3d - 21h00 - Ref. TCU
Price : 1630 CHF E.T.

You'll create non-linear video edits with Final Cut Pro. You'll learn how to unshoot, edit shots, adjust durations and set up pre-edits. You'll also learn how to mix tracks, create transitions and animation effects, and apply filters.

🎯 Teaching objectives

At the end of the training, the participant will be able to:

- ✓ Discover the graphical interface, workspace and help of Final Cut Pro X
- ✓ Evaluate existing video formats
- ✓ Preliminary video derushing and editing
- ✓ Exporting video to DVD

Intended audience

Anyone wishing to learn virtual editing on Final Cut Pro X. Image professionals (assistant editors, editors, directors, etc.) with or without experience of virtual editing.

Prerequisites

Good knowledge of Mac OS operating system. Experience required. Good knowledge of Web browsing.

Course schedule

1 The basic principles

- Important concepts: notions of resolution, frame rate, pixel ratio, encoding rate...
- Standards and formats: SD and HD codecs, video and audio formats.
- Definitions and main rules of video editing.

Hands-on work
Handling and analysis of different video formats.

PARTICIPANTS
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PREREQUISITES
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TRAINER QUALIFICATIONS
The experts leading the training are specialists in the covered subjects. They have been approved by our instructional teams for both their professional knowledge and their teaching ability, for each course they teach. They have at least five to ten years of experience in their field and hold (or have held) decision-making positions in companies.

ASSESSMENT TERMS
The trainer evaluates each participant's academic progress throughout the training using multiple choice, scenarios, hands-on work and more.
Participants also complete a placement test before and after the course to measure the skills they've developed.

2 The Final Cut Pro X interface

- Launch Final Cut Pro X.
- The software's graphical interface.
- Final Cut Pro X vocabulary.
- Final Cut Pro X operating principles.
- Import settings.
- Events and projects.

Hands-on work
Create a new project. Importing different types of media. Using Final Cut Pro X help.

3 De-rushing and preliminary editing

- How to classify dailies efficiently?
- From rushes to Timeline: methods for inserting elements.
- Editing tools in the Timeline.
- The Precision Editor for fine-tuning assembly joints.
- Main scenario, secondary scenario and composite shots.

Hands-on work
Derive a list of drawings and carry out pre-assembly.

4 Additional assembly tools

- Transitions: understand and apply their conditions of use.
- Titling: create a standard title and customize a predefined one.
- Effects: apply and customize effects.
- Basic sound settings: volume, split-edit and time modulation.

Hands-on work
Use of all these tools in a montage.

5 Advanced functions

- The use of markers.
- Resynchronization tools (accelerated and slowed).
- Key-frame animation.
- Colorimetry and calibration.

Hands-on work
Apply the techniques covered in this chapter to the needs of video editing.

6 Exporting

- Export formats.
- Export interface management.
- Project duplication.
- Project archiving.

Hands-on work
Export a project to any format.