



Final Cut Pro X 10.2

Professional Post-Production

Course Description



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Final Cut Pro X is a revolutionary video editing application that helps beginners and seasoned professionals achieve stunning results. In this three-day, hands-on course, students become familiar with the user interface while they learn how to perform editing functions. Students work with real-world media to learn practical approaches to video editing—from basic techniques to Final Cut Pro's powerful advanced features.

Who should attend

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

What you'll learn

- Using libraries to organize and manage media and projects
- Applying exceptionally fast, fluid editing techniques for video and audio
- Fine-tuning clips in the timeline
- Comparing alternate shots from a collection of clips
- Applying effects, transitions, and retiming clips
- Working with 3D titles
- Finishing and final project

Prerequisites

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

Course outline

Day 1

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

Day 2

Making the First Edit (continued)

- 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

Day 3

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

Get trained

Check the [training schedule](#) for a list of courses available at [LearnQuest](#), an Apple Authorized Training Provider.

The book for this course is Apple Pro Training Series, [Final Cut Pro X 10.2: Professional Post-Production](#) by Brendan Boykin. You can save 30 percent on the book price by using coupon code PP-APL-DISC at the Peachpit online store.

Get certified

Demonstrate your knowledge by passing the Final Cut Pro X exam and earning Apple Certified Pro - Final Cut Pro X certification. Certification exams may be offered as part of the course or separately.