



# 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 the powerful advanced features of Final Cut Pro.

### 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

## How to register

Check the [training schedule](#) for a list of courses available for registration at [Apple Authorized Training Centers worldwide](#).

## Get certified

Demonstrate your knowledge by passing the Final Cut Pro X exam and earning [Apple Certified Pro](#) Final Cut Pro X certification.

[Apple Authorized Training Centers](#) offer exams either as part of the course or separately.

## Learning options

The book for this course is [Apple Pro Training Series: Final Cut Pro X 10.2: Professional Post-Production](#) by Brendan Boykin. Use coupon code PP-APL-DISC to save 30 percent. [Click here](#) for availability in languages other than English.