# **Final Cut Pro for Beginners**



**Course length:** 4 days **Dates:** MAY 2012 **Hours:** 09.30 – 18.00

Cost: FREE to those in receipt of Job Seekers' Allowance (JSA) or

Employment Support Allowance (ESA). If you are not in receipt of these

benefits the cost is £230.00 (50% of actual course costs).

**Location:** Ladbroke Grove, W10

Contact: courses@thevideocollege.co.uk

# Aims of the course:

To introduce students to video editing using Final Cut Pro.

Give a grounding in the basics of editing from DV tape and back to DV tape.

## Required knowledge:

Basic computer skills and preferably an understanding of Mac OS systems.

### **Learning Outcomes:**

By the end of the course, students should be able to:

- Use the Mac OS interface to load, save and find files.
- · Use the right cables to connect up the kit.
- Know how to use timecode, and the difference between project and media files
- · Capture video in the most efficient manner.
- Identify the key features of the Final Cut Pro interface Browser, Timeline, Viewer and Canvas windows.
- Identify how and when to change the interface.
- Understand the importance of selecting footage before moving to the timeline
- · Edit a short sequence of digital video using the various editing tools in FCP
- Print an edited video from the computer to a DV deck.
- Output an edited video using different video compression systems.

### Accreditation:

This Level 2 course is accredited by OCNLR (Open College Network London Region) and delivered by working professional editor and experienced tutor, Anton Califano.

**NOTE: See Course Structure on Page 2** 

# FINAL CUT PRO COURSE STRUCTURE

### DAY ONE

# TOOLS OF THE TRADE

- Basics of Digital Video
- Tapes and timecode
- Setting up your system
- Navigate Mac OS
- · Connect a DV deck identify cables
- Discuss post production issues

# **NEW PROJECT**

- · How to open/save a new project
- System settings scratch disks, device control
- AV settings

# **LOG & CAPTURE**

- The Log & Capture Window
- Reel Numbers
- Timecode
- · Clip/Batch/Now capture
- Project files and Media files what's what

# **IMPORT FILES**

· Importing audio and video files

### **DAY TWO**

### BASIC EDITING

How to use the interface

- Targeting tracks
- · Drag and drop
- · 3 point editing
- Keyboard shortcuts
- · Insert/Overwrite edits
- PRACTICAL EXERCISE

### **DAY THREE**

# **BASIC EDITING**

- Editing in the timeline
- Using the timeline tools
- Audio tools
- · Transitions and basic effects
- Adding Filters
- PRACTICAL EXERCISE

# **DAY FOUR**

# FINISHING AND OUTPUTTING TO TAPE

- Finish practical edits
- Audio and video mix down
- Finish & Output to tape
- Outputting project to various compression formats
- Review exercises
- Completion of coursework