

Apple Core Skills

5 day Training Programme

Tutor: Simon Walker



DAY 1 - Editing in Final Cut Pro

10.00-10.30 Introduction

The new features in Final Cut Pro 7

<http://www.apple.com/finalcutstudio/whats-new.html>

10.30-11.30 FCP, QuickTime and Snow Leopard, markers in FCP 7, Launching FCP, New Features, Markers, Tabs, Speed changes, re-timing

BREAK - 11.30-11.45

11.45-1.00 Techniques to Edit Faster, Editing during playback, Keyboard Control, Shortcuts, Organisation

LUNCH - 1.00-2.00

2.00-3.30 Stabilising Footage, Combining stabilising and timing, Mixing formats on the timeline, Changing sizes and frame-rates, Animating Motion Parameters

BREAK - 3.30-3.45

3.45-5.00 Making your timeline legal (preparing for output), Adjusting Video Levels for broadcast, Global Transitions

DAY 2 Motion Graphics and Post Production

10.00-10.30 Intro to the interface, keyboard shortcut, preferences, behaviours

10.30-11.30 Rostrum camera moves, animating without keyframes, preparing still images, Combining behaviours, groups in Motion, ProPres codecs, Automatic text animations

BREAK - 1.30-11.45

11.45-1.00 Filters in Motion, difference between FCP filters and Motions filters, emulating other film stock in Motion, Faking, depth of field, adding a mask, alpha channels, Keying in Motion, adjusting the matte, spill suppression, Tracking shots in Motion

LUNCH - 1.00-2.00

2.00-3.30 3D in Motion, camera behaviours, Re-lighting a scene in post, Shadows, reflections and depth of field, automatic framing behaviours, Slo-mo effects in Motion, set speed behaviour

BREAK - 3.30-3.45

3.45-5.00 Animations that animate themselves, Generators, Replicators / Particle Emitters, Motion templates

DAY 3 Colour Correction and Grading

10.00-10.30 Correcting and grading in FCP, Setting up the colour correction interface, window layouts, scopes, contrast

10.30-11.30 Using the Color Corrector 3-way filter, Controlling Colour, identifying colour casts, Continuity, matching colour between two shots, applying filters to another clips, Fixing Problems, adjusting skin tone, reducing shine

BREAK - 1.30-11.45

11.45-1.00 Changing the mood of shots, recipes for grading techniques in FCP, Introduction to Color, Intro to the interface, preferences, window layout, scopes, Primary grading in Color

LUNCH - 1.00-2.00

2.00-3.30 Secondary grading in Color, Vignettes, shadows and stylising footage, Color FX, Day for night, bleach bypass and other looks

BREAK - 3.30-3.45

3.45-5.00 Rendering and sending back to FCP, Time saving techniques, Grade management, Workflows for FCP & Color, Grading with 3rd party tools (Magic Bullet Looks)

DAY 4 Audio Fixing and Sweetening

10.00-10.30 Why sound is important, how sound forms the opinion of the listener, Waveforms in FCP, setting up your workspace, editing/cutting during playback, Notes, files and resources on disc

10.30-11.30 Audio transitions vs audio keyframes in Final Cut Pro, Filters and audio effects in FCP, Compression and dynamic range, Editing subframe audio, adjusting EQ in FCP, Detecting audio peaks

BREAK - 1.30-11.45

11.45-1.00 Intro to Soundtrack Pro, STP and FCP, Interface, window layout, scoring markers, Repair and restore damaged audio, Noise removal and cleanup, Using STP Scripts to speed up your work

LUNCH - 1.00-2.00

2.00-3.30 The new features in STP3

<http://www.apple.com/finalcutstudio/whats-new.html#soundtrackpro>

Time stretching, Adjusting clip volume, Voice Level Match, Sound Effects, the bin and the browser

BREAK - 3.30-3.45

3.45-5.00 Composing a score with loops, Case study examples, Dealing with CD Audio and CAF files

DAY 5 Outputting, Uploading and Blu-ray

10.00-10.30 Introduction to Compression, The difference between codecs, Quality vs file size

10.30-11.30 Workflows, setting up your sequences, getting the best quality out of your timeline iFrame vs IBP frame, The new ProRes codecs, 8bit vs 10bt timelines, The *Rules* of Compression

BREAK - 1.30-11.45

11.45-1.00 Creating DVDs and Blu-ray discs in FCP, Using the share menu, Uploading to YouTube, Exporting files as H.264, making FLV files, making WMV files

LUNCH - 1.00-2.00

2.00-3.30 Using Compressor, interface, window layouts, Destinations, Settings, Jobs, Batches Transcodes, NTSC to PAL, Converting HD to SD, Frame controls, droplets

BREAK - 3.30-3.45

3.45-5.00 Setting up MPEG2 renders, Speeding up your renders, setting up virtual clusters, Alternative tools for encoding, Course review

Simon Walker – Biography

Simon is an **Apple Certified Final Cut Studio Master Trainer**, and trains industry professionals in editing, motion graphics, colour grading, audio sweetening, DVD and Blu-ray authoring and video compression.

He has been filming, editing, designing & animating short-films, adverts, interactive programs and motion graphics sequences for 15 years, and utilises marketing & branding theory to underpin the visual design approach. He has a post-production studio with capabilities to film and edit, shoot and composite green/blue screen footage and design 2D and 3D animations.

Alongside marketing theory, Simon uses his technical skills to develop information dissemination through such media as Internet, Intranet, DVD, Blu-ray, video and podcasting, and has a grasp on the industry need for using the current technology for reaching target groups.

Simon uses his real-world production experience to write, edit and produce custom training packages for the media industry (including: **Video Encoding & Compression**, **Shooting for the Web**, **Re-purposing Content for Multiplatform** and **Motion Graphics for FCP editors**),