

Final Cut Pro X: Workflow and Editing

Detailed Video Training Outline

Chapter 1 - Overview

- 01.01 Welcome
 - This Provide an overview of the entire series
- 01.02 Workflow
 - A twelve-step workflow to keep you editing creatively and efficiently
- 01.03 Defining Events and Projects
 - How to organize your media files, Events and Projects folders
- 01.04 Tapeless Folder Organization and Naming
 - Illustrate a system to copy, organize, and name media source files

Chapter 2 - Trouble-shooting

- 02.01 Trashing Preferences
 - Show how to restore Final Cut to its default state, in the event it becomes unstable or non-functional, by trashing two key preference files, running under either OS X 10.6.8 or 10.7.x.

Chapter 3 - Getting Started

- 03.00 Chapter Introduction
 - Provide an overview of the material covered in this chapter
- 03.01 A Closer Look at the Interface
 - Show some of the wealth of keyboard shortcuts, controls, and buttons in the interface
 - Illustrate hidden switches and control panels
 - Explain how to display interface to dual monitors
- 03.02 Creating a New Event and Project
 - Add the Final Cut Pro X icon to the Dock
 - Start Final Cut Pro X
 - Create a new Events folder on a second drive
 - Import tapeless media from a folder on our hard disk
 - Explain key import preference settings
 - Create a new Project
- 03.03 Creating a Simple Edit
 - Create a simple edit from existing media
 - Review a clip in the Viewer
 - Using either the mouse or the keyboard: skim a clip in the Event Library, select a portion of a clip, edit the clip to the Timeline, play the edit for review
 - Show how to display a clip full screen

- 03.04 Working with Events
 - Define an Event
 - Use the Event Library to organize clips
 - Create, copy, move, merge, or delete Events
 - Use the Event Browser to manage clips
- 03.05 Working with Projects
 - Define a Project and the Project Library
 - Create a new Project
 - Preview, modify, move, or delete a Project
 - Use the Project Library to select and organize Projects
- 03.06 Favorite Keyboard Shortcuts
 - This list contains the shortcuts that I've found most useful, divided into four categories: Operations, Editing, Trimming, and Everything Else
- 03.07 Creating and Modifying Keyboard Shortcuts
 - Showcase the extensive ability Final Cut Pro X has to create custom keyboard shortcuts
- 03.08 Explaining Final Cut Pro's Preference Settings
 - Explain what each preferences means and which ones to select for your project

Chapter 4 - Importing Media and Media Management

- 04.00 Chapter Introduction
 - Provide an overview of the material covered in this chapter
- 04.01 Explaining Import Preferences and Where Media Is Stored
 - Illustrate how Final Cut decides where to store media
 - Describe the settings in the Import preferences window
 - Provide recommended settings for editing
- 04.02 Explaining Media Optimization and Background Analysis
 - Explain media optimization and background analysis
 - Show how to set optimization and analysis preference settings
 - When to transcode media after import
 - When to analyze media after import
- 04.03 Import Media From a File-Based Camera or Card
 - How to import tapeless media from a connected camera, memory card, or hard disk
- 04.04 Importing DSLR (or HD SLR) Video or Stills
 - Provide a step-by-step method for importing DSLR media (both stills and video images)
 - Modify preference settings for DSLR media
 - Sync double-system audio and video elements
- 04.05 Importing from Tape-Based Cameras
 - Explain the limitations of tape-based capture
 - Show the process of capturing media from tape

- How to capture a tape in Final Cut
- 04.06 Importing Media From a File
 - How to import media from files already stored on your hard disk
- 04.07 Importing iMovie Projects or Events
 - How to import an iMovie Project and an iMovie Events folder
 - Explain the differences between the two
- 04.08 Using and Sizing Still Images
 - How FCP X handles still images
 - A guideline on how to size images
 - What format to use for saving your images
 - Make sure the image geometry is correct
 - Import still images
 - Change default import durations
 - Export still images
- 04.09 Copy, Move, or Merge Event Media
 - How to copy, move, or merge media from one storage location (like a hard drive) to another
- 04.10 Creating and Reusing Camera Archives
 - Define a camera archive and explain the benefits
 - Create an archive
 - Locate, move, copy, or delete archives
 - Access media in an archive
- 04.11 Consolidating Project Media
 - What consolidation is and when to use it
 - How to consolidate your files
- 04.12 Backup Project and Media Files
 - Show an easy way to either duplicate your project file, or backup all project and media files for a single project onto the hard disk of your choice

Chapter 5 - Ratings, Keywords, and Metadata

- 05.00 Chapter Introduction
 - What keywords and metadata are and why they are important
 - Create and modify keywords and metadata
 - Organize your media
 - Find the media you need
- 05.01 Overview of Ratings, Keywords, and Finding Stuff
 - Apply ratings to a clip
 - Filter clips based on ratings
 - Explain keywords
 - Apply keywords to a clip
 - Find clips based on keywords
 - Create a Smart Collection of keywords

- 05.02 Using the Keyword Editor
 - How to use the Keyword Editor
 - Add keywords manually
 - Add keywords using keyboard shortcuts
 - Change the contents of keyword keyboard shortcuts
 - Remove some of the keywords associated with a clip
 - Easily remove all keywords from a selected clip or group of clips
- 05.03 Finding Stuff Using Filters
 - How to find clips based on a rating using the Filter popup
 - Find clips based on text using the Search box
 - Find clips based on keywords using the Filter window
 - Create complex searches using the Filter window
- 05.04 Organizing and Customizing Events
 - Create Keyword Collections from folder names in preferences
 - Add folders and sort Events in the Event Library
 - Customize how the Event Library displays Events and keywords
 - Change between filmstrip and list views in the Event Browser
 - Customize how clips are displayed in List View
 - Add notes to clips in List View
 - Customize options in the View menu
- 05.05 Smart Collections
 - How to create, change, and delete Smart Collections
- 05.06 Discovering Metadata
 - Explain what metadata is tracked by Final Cut Pro X
 - Show where metadata is stored
 - Show how to access it
- 05.07 Customizing Metadata Views
 - Create a metadata view
 - Modify a metadata view
 - Duplicate a metadata view
 - Delete a metadata view

Chapter 6 - Editing

- 06.00 Introduction
 - This chapter focuses on the technology of editing, not the aesthetics of how to pick the right shot
- 06.01 Overview
 - Define basic terms
 - Show four principle ways to edit clips
 - Explain the process of viewing, selecting, and editing clips into the Timeline
 - Review edits in the Timeline
 - Mouse and keyboard method of editing

- 06.02 Storylines and Connected Clips
 - Define Primary Storyline, Connected clip, and Connected Storyline
 - Connect clips
 - Move clips and connection points
 - How and why to create a connected storyline
 - Delete clips
 - Cautions to watch for when you delete
- 06.03 Timeline History and Timeline Index
 - Define the Timeline History and Timeline Index
 - Use the Timeline History
 - Access the Timeline Index
 - Use the Index to navigate in the Timeline
 - Use the Index to select items in the Timeline
 - Search the Timeline using the Index
 - Delete elements using the Index
- 06.04 Append and Insert Edits
 - Illustrate an Append edit and an Insert edit
- 06.05 Overwrite, Back-time, and 3-point Edits
 - Define Overwrite, Back-time and 3-point edits
 - Create Overwrite edits in the Timeline
 - Create a 3-point edit
 - Edit clips into different storylines
 - Create a back-time edit
- 06.06 Replace Edits
 - Define a replace edit
 - Create a replace edit
- 06.07 Compound Clips
 - Define a compound clip
 - Create a compound clip
 - Use Compound clips in either the Event Browser or Timeline
- 06.08 Audio-only, or Video-only, Edits
 - Edit just the audio, or just the video, of a clip from the Event Browser into the Timeline

Chapter 7 - Organizing the Timeline

- 07.00 Introduction
 - Provide an overview of the material covered in this chapter
- 07.01 Magnetic Timeline
 - Define the Magnetic Timeline
 - Show how it works
 - Special instructions when using connected clips
- 07.02 Selecting and Deselecting Clips
 - The number one interface rule for Final Cut Pro X

- Select an entire clip, a range of clips, or portions of a clip
 - Modify a selection
 - Deselect a single clip or a range of clips
 - Illustrate keyboard shortcuts that simplify the process of selection
- 07.03 Moving Clips, The Position Tool, and Copy/Paste
- How to move clips using the mouse, timecode, keyboard, Cut/Copy/Paste, or the Position tool
 - How to move clips when other clips are attached
- 07.04 Solo, Enable, and Disable Clips
- Illustrate shortcuts for clips to determine which clips we hear and see
 - How to solo, enable, or disable a clip
- 07.05 Markers and To-Dos
- Create, modify, and delete markers
 - Create and complete To-Dos
 - Navigate between markers
 - Use the Timeline Index to jump to, search for, or delete markers
- 07.06 Auditions
- Define an Audition
 - Create, modify, or delete an Audition in the Event Browser and the Timeline
 - Ways to use an Audition in a project

Chapter 8 - Trimming Clips

- 08.00 Introduction
- Provide an overview of the material covered in this chapter
- 08.01 Get Ready to Trim
- Show how to get ready for trimming
 - Define common trimming terms
- 08.02 Trimming Tools: Ripple
- Illustrate different ways to do a Ripple trim
- 08.03 Trimming Tools: Roll
- Illustrate different ways to do a Roll trim
- 08.04 Trimming Tools: Slip
- Illustrate how to Slip the contents of a clip
- 08.05 Trimming Tools: Slide
- Illustrate how to Slide a clip in the Timeline
- 08.06 The Precision Editor
- Define the Precision Editor
 - How to use it
- 08.07 Creating Split Edits Between Audio and Video
- Define what a split edit is
 - How to create it

- 08.08 Special Considerations for Trimming Stills
 - How you trim still images changes depending upon whether they are in the primary, or connecting, storyline
 - This session will show you how to trim stills in both situations

Chapter 9 Audio Techniques

- 09.00 Chapter Introduction
 - Provide an overview of the material covered in this chapter
- 09.01 Overview
 - Define a waveform
 - List supported audio formats
 - The “Absolutely Number One Rule” for audio
 - Change the audio settings for a project
 - Use audio meters
 - Adjust audio volume and pan settings for a clip
 - Create audio fades
 - Mute, solo, disable, or delete an audio clip
- 09.02 Advanced Audio Techniques
 - Edit an audio-only clip to the Timeline
 - Display audio reference waveforms
 - Create a split edit between audio and video
 - Cross-fade between two clips
 - Create a connected storyline
 - Place audio above, or below, video clips
- 09.02a Select Specific Audio Channels
 - Locate specific audio channels within a multichannel audio clip
 - Modify individual audio channels within an audio clip
 - Provide an example of how to isolate interview host and guest
- 09.03 The Music and Sound Browser
 - Open the Music and Sound Browser
 - Choose a location to look for sound files
 - Search for a sound file
 - Preview a sound
 - Move a sound file from the Browser to the Timeline
- 09.04 Audio Analysis and Enhancements
 - Explain audio analysis
 - Illustrate what is being analyzed
 - Analyze a clip manually
 - Enhance the audio of a clip automatically or manually
- 09.05 Basic Audio Effects
 - Add, adjust, turn off, and remove audio effects
 - Illustrate how to change the order of effects
 - Transfer effects from one clip to another
 - Illustrate how a few of these effects work

- Match the sound between two clips
- 09.06 Audio Animation (Keyframes)
 - Add keyframes
 - Add keyframes automatically across a selected range
 - Adjust and remove keyframes
 - Show, or hide, the Audio Animation Editor
 - Adjust keyframes in the Audio Animation Editor
 - Adjust keyframes in the Audio Inspector
- 09.07 Creating a Stereo Mix
 - Recommend specific audio levels for your project
 - Change project settings to stereo
 - Use pan to place your audio in space
 - Different ways to set levels
 - Use meters to monitor levels
- 09.08 Creating a Surround Mix
 - Illustrate speaker placement in surround sound
 - Change project settings to surround
 - Assign a clip to a specific audio channel
 - Adjust the surround pan of a clip
 - Set levels
- 09.09 Sync Double-System Audio and Video
 - Show how to sync one, or more, video clips with one, or more, audio clips
- 09.10 Record Voice-Over Audio
 - Record audio directly to the Timeline
 - Where to store audio recordings
 - Configure audio recording
 - How recordings are attached to the Timeline
- 09.11 Export Audio Only
 - Show how to export only the audio of your project

Chapter 10 - Transitions

- 10.00 Introduction
 - Provide an overview of the material covered in this chapter
- 10.01 Transition Overview - Add, Modify, and Delete
 - Select an edit point or clip
 - Apply the default transition
 - Apply a transition from the Transition Browser
 - Replace one transition with another one
 - Modify a transition by adjusting the icon or by adjusting the on-screen controls
 - Remove a transition
- 10.02 Optimize Transition Preferences
 - Adjust render settings
 - Change the default transition duration

- Provide a table converting frames to seconds
 - Show two different ways transitions handle media
- 10.03 Advanced Transition Techniques
- How to trim clips under a transition using the mouse or the Precision Editor
 - Move a transition location using the Roll tool
 - Copy transitions
- 10.04 Creating Transitions for Connected Clips
- How to create video and audio transitions for connected clips using fade handles or by adding a transition icon
 - Apply the default transition to a range of clips
- 10.05 Using the Transition Browser
- Introduce the Transition Browser
 - Find transitions in the Browser
 - Apply transitions from the Browser
 - Modify and delete transitions
- 10.06 Advanced Transition Techniques
- How to trim clips under a transition using the mouse and the Precision Editor
 - Move a transition location using the Roll tool
 - How to copy transitions by copy/paste or option-dragging
- 10.07 Using the Transition Inspector to Animate Transitions
- Modify a transition in the Transition Inspector while watching the results in the Viewer
 - How to animate a transition using on-screen controls or keyframes
- 10.08 Creating Multi-Image Transitions
- Shows how to find and view a multi-image transition
 - How to apply and modify that transition

Chapter 11 - Share (Export) Your Project

- 11.00 Chapter Introduction
- Provide an overview of the material covered in this chapter
- 11.01 The Share Menu
- Illustrate key sections of the Share menu
 - Explain how to share a project
 - Show the Share Inspector
 - How to tell if a project is shared, or if changes have been made since sharing
 - Use Share Monitor to monitor progress
- 11.02 Share to the Media Browser
- Send a project to the Media Browser
 - Monitor the share using Share Monitor
 - View a project in the Media Browser of another application
- 11.03 Publishing to Websites
- Publish a file to YouTube

- Illustrate other website publishing options
- 11.04 Export a High-Quality Master File
 - Export a high-quality master file of a project
 - Explain the various export options
 - Provide recommendations on which to choose.
- 11.05 Exporting Media Using Roles
 - Illustrate what Roles are and how they work
- 11.06 Export a Still Image (Freeze Frame)
 - Show how FCP X simplified the process of exporting a still image created from a video clip
- 11.07 Exporting an XML File
 - How to export an XML file

Chapter 12 - Conclusion

- 12.01 Thanks!

Final Cut Pro X: Effects

Chapter 1 - Overview

01.01 Introduction

- This session Provide an overview of the entire series

Chapter 2 - Transitions

02.00 Chapter Introduction

- Provide an overview of the material covered in this chapter

02.01 Transition Overview - Add, Modify, and Delete

- Select an edit point or clip
- Apply the default transition
- Apply a transition from the Transition Browser
- Replace one transition with another one
- Modify a transition by adjusting the icon or by adjusting the on-screen controls
- Remove a transition

02.02 Modify Transition Preferences

- Adjust render settings
- Change the default transition duration
- A table converting frames to seconds
- Two different ways transitions handle media

02.03 Adding Audio Transitions in the Primary Storyline

- Prevent automatically adding an audio transition when a video transition is applied to a clip in the Primary Storyline
- Add an audio transition in the Primary Storyline
- Modify, or delete, an audio transition

02.04 Creating Transitions for Connected Clips

- Create video transitions for connected clips
- Create audio transitions for connected clips by using the fade buttons or by adding a transition

02.05 Using the Transition Browser

- Introduces the Transition Browser
- Find transitions in the Browser
- Apply transitions from the Browser
- Modify and delete transitions

02.06 Advanced Transition Techniques

- Trim clips under a transition using the mouse or using the Precision Editor
- Move a transition location using the Roll tool
- Copy transitions

02.07 Using the Transition Inspector to Animate Transitions

- Modify a transition in the Transition Inspector, while watching the results in the Viewer

- Animate a transition using on-screen controls or using keyframes.
- 02.08 Creating multi-image transitions
- Find and view a multi-image transition
 - Apply and modify that transition

Chapter 3 - Themes and Generators

- 03.00 Chapter Introduction
- Provide an overview of the material covered in this chapter
- 03.01 Using Themes
- Access Themes in the Theme Browser
 - Find a specific Theme
 - Apply elements of a Theme to your project
- 03.02 Using Generators
- Access Generators
 - Find a specific Generator in the Browser
 - Apply a Generator to your project
 - Change the default duration for a Generator
 - Modify a Generator in the Inspector
- 03.03 Specific Generator Examples
- Add a Placeholder
 - Add a Timecode counter
 - Add a Countdown Generator
 - Add a Shape generator and customize it
 - Modify a generator in Motion 5

Chapter 4 - Titles

- 04.00 Chapter Overview
- Provide an overview of the material covered in this chapter
- 04.01 Adding, Modifying, and Removing Titles
- Add, modify, and remove a title
 - Add a transition to a title
- 04.02 Modifying Titles Using Inspector
- Use the Inspector to modify a title
 - Provide some examples of different titles
- 04.03 Displaying Safe Zones and Find and Replace Text
- Position your text so it displays safely
 - Find text in a project
 - Replace specific text in a single title, or multiple titles

Chapter 5 - Built-in Effects

- 05.00 Chapter Introduction
 - Provide an overview of the material covered in this chapter
- 05.01 Overview
 - Show where Built-in effects are located
 - Change the size, position, and rotation of a clip using on-screen controls or the Inspector
 - Temporarily turn these settings off
 - Reset these settings to restore a clip to its default display
- 05.02 Transform Effects
 - Provide more details on how to modify the four Transform effects using on-screen controls or using the Inspector
- 05.03 Trim and Crop Settings
 - How to trim a clip using the on-screen controls in the Viewer or using the sliders in the Inspector
 - Crop a clip
- 05.04 Pan and Scan Clips (the “Ken Burns” effect)
 - Use the on-screen controls to create a “Ken Burns” effect on an image
 - Provide a table with suggested still image sizes to simplify creating high quality pan-and-scan still images
- 05.05 Creating movement using keyframes
 - How to create simple animation (movement) using keyframes
- 05.06 Fitting Images Using Spatial Conform
 - Explain the three Spatial Conform options
 - Apply these settings
 - Results they create
- 05.07 Clip Opacity and Blend Modes
 - Edit a clip so a blend mode can be applied
 - Adjust the opacity of a clip
 - Apply a blend mode
 - Adjust opacity to subtly change the effect
 - Examples of different blend modes
- 05.08 Distort a Clip
 - Alter a clip’s shape using Distort
- 05.09 Stabilize a Shaky Clip
 - Analyze a clip for image stability
 - Stabilize a clip
 - Options for moderating the amount of stabilization
- 05.10 Correct for Rolling Shutter Problems in DSLR Footage
 - Analyze a clip for Rolling Shutter issues
 - Apply Rolling Shutter correction
 - Show options for modifying the correction

Chapter 6 - Retiming - Changing Clip Speed

- 06.00 Chapter Introduction
 - Provide an overview of the material covered in this chapter
- 06.01 Creating a Freeze Frame
 - Shows how to select a frame to freeze, using the playhead, skimmer, or a range
 - Freeze a frame
 - Adjust the duration of a freeze frame
 - Adjust which frame actually freezes
- 06.02 Exporting a Freeze Frame
 - Export a freeze frame to a file which can be used by other programs
 - Resize exported freeze frames to maintain proper aspect ratios
- 06.03 Constant Speed Changes
 - Illustrate how to change clip speed by the same amount
 - Modify clip speed changes
 - Preserve the pitch of the audio associated with a speed-changed clip
 - Adjust video quality to smooth playback for very slow-motion clips
- 06.04 Variable Speed Changes
 - Apply a variable speed change automatically to a clip, group of clips, or A range of a clip
 - Modify the speeds within a variable speed change
 - Reset a clip back to 100% speed
- 06.05 New Speed Effects
 - Showcases some of the new speed effects provided in Final Cut Pro X

Chapter 7 - Keying

- 07.00 Chapter Overview
 - Provide an overview of the material covered in this chapter
- 07.01 Luma Key
 - Define Luma channel
 - How to create a key, in this case for a graphic, based upon the luminance (black and white) values of a clip
- 07.02 Alpha Channel key
 - Define alpha channel
 - View the alpha channel in an image using the Viewer
 - Create a key based upon the alpha channel
 - Use blend modes with alpha channels to create interesting effects quickly and easily
- 07.03 Chroma Key
 - Create a simple chroma key
 - Illustrate that the foreground and background do not need to have the same level or quality of lighting
 - Adjust chroma key settings to improve the quality of the key

- 07.04 Masks
 - Define a “mask” and why it is used
 - Apply and adjust a mask effect
 - Disable or remove a mask

Chapter 8 - Color Correction

- 08.00 Chapter Overview
 - Provide an overview of the material covered in this chapter
- 08.01 Automatic Color Analysis and Correction
 - Analyze a clip for color problems
 - Automatically correct for incorrect color or exposure
 - Automatically match colors between shots
 - Prevent excessive white levels using the Broadcast Safe filter
- 08.02 Reading Video Scopes
 - Provide an overview of reading video scopes
 - Display each video scope
 - Explain how to read each of the four scopes
 - Use scopes in color correction
- 08.03 Manual Color Correction
 - Shows where the color adjustment settings are located
 - Measure levels using the Histogram
 - Measure levels using the Waveform
 - Measure color using a combination of the Vectorscope and RGB Parade
 - Provide settings to help you make images and skin tones look good
- 08.04 Using Masks to Correct a Portion of an Image
 - How to apply a mask to a portion of the image
 - Change the color inside, or outside, the mask
- 08.05 Animating Color Correction
 - How to use transitions to change from one color correction setting to another
 - Animate a shape mask using keyframes
- 08.06 Saving and Loading Color Presets
 - How to save a color preset
 - Load a color preset

Chapter 9 - Video Effects Cookbook

- 09.00 Chapter Overview
 - Provide an overview of the material covered in this chapter
- 09.01 Picture-in-Picture Effect
 - How to create and modify a picture-in-picture effect
 - Add transitions to the effect
 - Add title key and text effects

- 09.02 Hiding Someone's Face
 - How to use the Censor Filter
 - Increase or decrease the effect using mouse or Inspector
 - Add keyframes
- 09.03 Correcting a Clip for Poor Color
 - Analyze a clip for balance color on import or in the Browser
 - Correct color from the Enhancement menu, keyboard shortcut, or Inspector panel
- 09.04 Matching the Color Between Two Clips
 - How to match the color between two shots
- 09.05 Adding Light Rays to Text
 - How to add light rays to text using the Custom title
 - Using multiple effects
 - Combine background and foreground elements
- 09.06 Using Generators as Backgrounds for Text
 - Add effects to generators
 - Add keyframes to an effect
 - Combine two clips into a compound clip
- 09.07 Creating Extreme Changes in Speed
 - Create a series of segmented constant speed clips
 - Using Frame Blending and Optical Flow for smoother playback
- 09.08 Freeze Frame and Colorize Image
 - How to freeze and color an image
 - Change the end source frame
 - Color correct a freeze frame
- 09.09 Vignette to Hide Edges
 - How to add a vignette to a clip
 - Change the focus of the vignette
 - Adjust blur, darkness, size, and falloff
- 09.10 Spotlight a Portion of an Image
 - Create a spotlight in an image
 - Compositing in the Inspector
 - Using Crop & Feather effect or Vignette
- 09.11 Creating the "Pleasantville Effect"
 - Using a Color Mask
 - Include or exclude a selection
- 09.12 Protect Your White Levels Using Broadcast Safe
 - Keeping your clips within legal limits
 - Using the Broadcast Safe filter
- 09.13 Cool the Background
 - How to cool the background of an image
 - Using Shape Mask or Color Mask

- 09.14 Add Set Lights
 - Create a light effect
 - Adding to the background

Chapter 10 - Audio Effects Cookbook

- 10.00 Chapter Overview
 - Provide an overview of the material covered in this chapter
- 10.01 Create Audio Fades
 - Apply audio fades
 - Apply transitions to both sides of clip, to selected edit point between two clips, to multiple clips
 - Change the duration or delete the transition
 - Adjust the audio fade only or change the shape of the fade
- 10.02 Create Audio Cross-Fade
 - Create a transition between two touching audio clips that are not in the Primary Storyline
- 10.03 Adjust Left-to-Right Pan
 - Change the sonic placement so a sound seems to move from one speaker to another
- 10.04 Select a Specific Track of Audio
 - Change channel configuration
 - Control which track is displayed in the Timeline
- 10.05 Match Audio Between Clips
 - Match the audio between two clips using Match Audio
- 10.06 Combine Separate Audio and Video Clips
 - Set markers in the Browser as sync points
 - Synchronize two or more clips (i.e. “double-system audio”)
- 10.07 Warm Up A Voice
 - Working with EQ filters
 - Change low frequencies
- 10.08 Add Clarity to a Voice
 - Working with EQ filters
 - Change high frequencies
 - Saving presets
- 10.09 Create a Telephone Effect
 - How to apply a telephone effect to an audio clip
 - Modify a telephone effect to simulate different phone types
- 10.10 Add Reverb
 - Apply the Spaces filters
 - Cautions regarding reverb ring-out, or “tail”

- 10.11 Add Channel EQ for Music
 - How to use Channel EQ
 - Balancing music frequencies with speech frequencies
- 10.12 Using the Limiter to Maximize Levels
 - Dynamically adjust the volume
 - Default settings for the Limiter Filter
 - Tune the filter

Chapter 11 - Conclusion

- 11.01 Thanks!

Final Cut Pro X: 10.0.3 New Features

Features discussed here replace or update similar features presented in earlier movies.

Session 1 - Overview

- Provide an overview of the entire series.

Session 2 - Relinking media

- How to relink missing media in the Event Browser
- Relink missing media in the Timeline

Session 3 - Multicam

- What you need to know to use multicam
- Importance of fast storage for editing
- Define the Angle Editor and Angle Viewer
- Sync clips and create a multicam clip
- Modify a clip once it's created
- Edit it to the Timeline
- Trim and change clips once they are edited

Session 4 - Import Layered Photoshop Images

- How to import a Photoshop image
- Edit a Photoshop image to the Timeline
- See individual layers within FCP X
- Apply an effect to an individual layer within FCP X

Session 5 - Changes to the Color Board and Video Scopes

- Use the revised Color Board
- Access new video scope controls
- Review some of the revised keyboard shortcuts

Session 6 - Advanced Chroma-key

- Illustrate how to use these advanced chroma-key controls

Session 7 - Custom Names and Batch Renaming

- How to access the batch renaming feature
- Create and modify a naming preset

Session 8 - Open in Timeline

- Opening a clip in the Timeline allows:
- removing unneeded audio channels
- adding effects to a clip which travel with the clip as it is edited into a project
- adding titles, sound effects, or music to a clip
- which also converts it to a compound clip

Session 9 - A/V Connect

- Discuss the new A/V Connect feature (i.e. Video monitoring)

Session 10 - The Cool Small Stuff!

- A host of little improvements that deserve mention but are not complex enough to require an entire movie.