

Final Cut Pro X: Effects (v10.2)

Detailed Outline for Video Training

Chapter 1 - Overview

- 01.01 **NEW:** Welcome
 - This provides an overview of the entire series
 - Training goals and organization
- 01.02 **NEW:** New Effects Features in FCP X 10.2
 - 3D Titles, with controls for look, lighting and animation
 - Create and save custom effects as Presets
 - Masking built into every video effect
 - New masking tools: Draw Mask and Shape Mask
 - Improved video scopes
 - Improved color correction
 - Improved optical flow and frame rate conform
- 01.03 **NEW:** Introduction to the Effects Interface
 - Explore the seven effects browsers
 - Open an effects browser
 - Find an effect by category and search
 - Open the “Enhancements” menu and explain its use
 - Open the “Retiming” menu and explain its use
 - Open the Inspector
- 01.04 **NEW:** Custom Effects Presets
 - Create an effects preset
 - Access presets
 - Remove presets

Chapter 2 - Themes and Generators

- 02.01 **NEW:** Chapter Overview
 - An overview of the training in this chapter
 - Key definitions for this chapter
 - A list of the movies in this chapter
- 02.02 Themes
 - Open the Theme Browser
 - Find a specific Theme
 - Preview a Theme and the elements it contains
 - Apply elements from within a Theme to your project
- 02.03 Generators
 - Open the Generator Browser
 - View Generators and their categories
 - Find a specific Generator
 - Edit a Generator to the Timeline
 - Customize a Generator using presets in the Inspector
 - Show how Generators can “freeze” the settings for a projects

- 02.04 Specific Generator Examples
 - Add a Timecode generator
 - Add a Placeholder
 - Add a Countdown generator
 - Add a Shape Generator and customize it
 - Modify a background Generator using Motion 5

Chapter 3 - Text & Titles

- 03.01 **NEW:** Chapter Overview
 - An overview of the training in this chapter
 - Key definitions for this chapter
 - A list of the movies in this chapter
- 03.02 **NEW:** Text Basics
 - Display the Action Safe and Title Safe zones
 - Preview a title in the Title Browser
 - Add a title to a Primary Storyline or as a Connected Clip
 - Change the content, duration, or position of a title
 - Add a transition to a title
 - Remove a title
 - Replace one title with another title
- 03.03 **NEW:** Modify title text and styling using the Inspector
 - Change Basic text formatting
 - Change Advanced text formatting
 - Make style changes to a title in the Inspector
 - Add a drop shadow to text
 - Save and reset styling changes in the Style menu
 - Show how to remove a Style preset
- 03.04 **NEW:** 3D Title Basics
 - Find 3D titles
 - Add a 3D title to the Timeline
 - Change the text in a 3D title in the Viewer and Inspector
 - Modify fonts and 3D depth
 - Make basic changes to the look of the title
- 03.05 **NEW:** 3D Title Lighting
 - Use the Lighting options to change the look of 3D text
- 03.06 **NEW:** 3D Title Materials
 - Access and modify the materials used to give a 3D surface texture
- 03.07 **NEW:** Modify Title Animation
 - Display the animation settings in the Inspector
 - Turn 2D animation on and off
 - Modify animation settings
 - Convert 2D text to 3D
 - Modify 3D animation settings
 - Change the perspective of a 3D title

- 03.08 Find and replace text in titles
- Open and use the Timeline Index
 - Find text in a project using Edit > Find
 - Find text in a title using Edit > Find and Replace Title Text
 - Change text using Edit > Find and Replace Title Text

Chapter 4 - Inspector Effects

- 04.01 **NEW:** Chapter Overview
- An overview of the training in this chapter
 - Key definitions for this chapter
 - A list of the movies in this chapter
- 04.02 Transform effects
- Select a clip and access all the built-in Inspector effects
 - Transform a clip for size, position, and rotation using both the on-screen Viewer controls and the Inspector
 - Modify scale and rotation using the Anchor Point
 - Temporarily disable effect settings
 - Restore a parameter to its default values
 - Use Paste Attributes to copy settings between clips
- 04.03 **NEW:** Animate Using Keyframes
- Create or delete keyframes in the Viewer or Inspector
 - Display the Timeline Video Animation controls
 - Create or delete keyframes in the Timeline
 - Move between keyframes using keyboard and mouse
 - Create and modify keyframes along a motion path
 - Select, modify and delete groups of keyframes
- 04.04 Trim and Crop
- Access the crop options in the Viewer or Inspector
 - Trim a clip, then adjust the results
 - Crop a clip, then adjust the results
 - Reset a clip back to its default settings
- 04.05 Distort an Image
- Select a clip to distort
 - Modify and reset distort settings for a clip using the Viewer or the Inspector
- 04.06 Stabilize an Image
- Turn image stabilization on or off
 - Stabilize a range within a clip
 - Select the right stabilization option for your clip
 - Show how FCP X hides the effects of moving an image to stabilize it
 - Modify and review image stabilization settings
- 04.07 Correct for Rolling Shutter
- See the effect caused by Rolling Shutter
 - Apply the correction effect to begin analysis
 - Adjust the amount of the correction

- 04.08 Opacity and Blend Modes
- Adjust the opacity of a clip in the Inspector
 - Apply a blend mode
 - Change blend modes
 - See the results of different blend modes
 - Create a variety of blend mode effects

Chapter 5 - Working with Stills

- 05.01 Chapter Overview
- An overview of the training in this chapter
 - Key definitions for this chapter
 - A list of the movies in this chapter
- 05.02 Spatial Conform and Rate Conform
- Use Spatial Conform
 - Use Rate Conform
- 05.03 Create a Picture-in-Picture Effect
- Create a picture-in-picture effect
 - Modify the size and position of the inserted clip
 - Animate the inserted clip using a transition
 - Add a drop shadow effect to the inserted clip
- 05.04 “Ken Burns” Effect
- Create a Ken Burns effect on a still image
 - Modify the settings for this effect; including swapping the starting and ending positions
 - Preview a Ken Burns effect
 - Change the acceleration settings and show you the difference
 - Remove the effect from a clip
- 05.05 Animate Stills Using Keyframes
- Use the Crop tool with keyframes to create a more edgy and complex “Ken Burns” effect
 - Use keyframes to animate the position of a clip
 - Use keyframes to animate the scale of a clip
 - Use keyframes to change the motion path of a clip
 - Convert the motion path to a curve, then modify it
 - Change the curve between keyframes
- 05.06 Layered Photoshop Images
- Import, review, edit, and modify a multi-layer Photoshop graphic

Chapter 6 - Change Clip Speed (Retiming)

- 06.01 Chapter Overview
- An overview of the training in this chapter
 - Key definitions for this chapter
 - A list of the movies in this chapter

- 06.02 Freeze Frames and Hold Frames
 - Select and hold a frame
 - Select and freeze a frame
 - Select a range and freeze the first frame in the range
 - Reset a clip back to normal speed
 - Export a freeze frame and adjust the aspect ratio
- 06.03 Constant Speed Changes
 - Apply a constant speed change to a clip
 - Modify the speed of a clip by duration or percentage
 - Adjust the video playback quality for very slow clips
 - Preserve the audio pitch
 - Reset a clip back to normal speed
- 06.04 Variable Speed Changes
 - Create a variable speed clip with abrupt speed changes
 - Create a variable speed clip with smooth speed changes
 - Modify speeds
 - Reset a clip back to 100% speed
- 06.05 The Retime Menu - and other speed effects
 - Confirm a clip using Automatic Speed
 - Reverse the speed of a clip
 - Create an Instant Replay effect
 - Create a high-speed rewind effect
 - Create a dramatic series of jump cuts at clip markers
- 06.06 **NEW:** Improved Optical Flow and Frame Rate Conform
 - Apply Optical Flow, and compare it to the Normal and Frame Blend settings
 - Change Frame Rate Conform settings

Chapter 7 - Keying

- 07.01 **NEW:** Chapter Overview
 - An overview of the training in this chapter
 - Key definitions for this chapter
 - A list of the movies in this chapter
- 07.02 Luma Key
 - Create a luma key using an image created in Photoshop, saved as a JPEG, and imported into FCP X
- 07.03 Alpha Channel Key
 - View the alpha channel in an image using the Viewer
 - See the difference between a clip with no alpha channel and a clip with an alpha channel
 - Illustrate how to create an alpha channel key
 - Use the blend modes Stencil Alpha and Silhouette Alpha to put moving video inside text or animated graphics

- 07.04 **NEW:** Chroma Key
- Create a simple chroma key
 - Adjust the effect settings to compensate for a clip with bad lighting or gear in the shot
 - Use some of the advanced features in the keyer, such a light wrap, to improve your key

Chapter 8 - Masks

- 08.01 **NEW:** Chapter Overview
- An overview of the training in this chapter
 - Key definitions for this chapter
 - A list of the movies in this chapter
- 08.02 **NEW:** Integrated Color and Shape Masks
- Create a color mask within an effect
 - Create a shape mask within an effect
 - Display mask controls
 - View the mask
 - Modify and invert an existing mask
 - Add multiple masks
 - Remove a mask
- 08.03 **NEW:** Keyframe Built-in Masks
- Add keyframes to a shape mask
 - Jump between keyframes
 - View and adjust keyframes using the Video Animation controls
 - Remove keyframes
- 08.04 **NEW:** Shape Mask Effect
- Apply the Shape Mask effect
 - Modify the mask
 - Remove the mask
- 08.05 **NEW:** Draw Mask Effect
- Create a custom linear mask shape
 - Add Bezier curves to a mask
 - Convert between Linear, Bezier and B-splines
 - Modify a control point
 - Change the shape of a curve
 - Use the various Draw Mask settings
 - View a mask
- 08.06 **NEW:** Masks for Chroma-keys
- Create a chroma-key
 - Apply and modify the Shape Mask effect
 - Apply and modify the Draw Mask effect
 - Change the stacking order of effects and discover why stacking order makes a difference in the quality of the effect
 - Change the shape and setting of individual control points within a mask

- 08.07 **NEW:** Graduated and Image Masks
 - Create and modify a graduated mask
 - Create and modify an image mask
- 08.08 **NEW:** Vignette Mask vs. Vignette
 - Create a vignette
 - Create a vignette mask
 - Compare the differences between the two

Chapter 9 - Color Correction

- 09.01 **NEW:** Chapter Overview
 - An overview of the training in this chapter
 - Key definitions for this chapter
 - A list of the movies in this chapter
- 09.02 Create a Mood with Looks
 - Find and apply looks
 - Apply a look to a selected clip or clips
 - Modify a look in the Inspector
 - Remove the effect from the selected clip
 - Copy all effects, or just some effects, between clips
 - Create some popular looks
- 09.03 Automatic Color Analysis and Correction
 - Analyze a clip for color problems
 - Automatically color balance a clip that is too blue, too orange, or too dark
 - Match colors between two clips
 - Turn off these automatic adjustments
- 09.04 **NEW:** The Video Scopes
 - Display the video scopes using keyboard or mouse
 - Select and configure a video scope arrangement
 - Change the position and display of the video scopes
 - Evaluate an image using the Waveform monitor
 - Evaluate an image using the Vectorscope
 - Evaluate an image using the Histogram
 - Evaluate an image using the RGB Parade
- 09.05 **NEW:** The Color Board
 - Display and hide the Color Board
 - Move the controls using the mouse or keyboard
 - See what the controls do
 - Reset the Color Board
- 09.06 **NEW:** Manual Color Correction
 - Adjust the gray-scale and color elements of an image
 - Apply, select, and remove multiple settings to one image
 - Correct the exposure of an image
 - Correct for a color cast

- 09.07 **NEW:** Color Correct Faces
 - Adjust skin tones to get a pleasing result
 - Isolate skin so you can view it accurately on the scopes
 - Correct color problems
- 09.08 **NEW:** Create and Save Color Presets
 - Access the color presets
 - Create a color preset
 - Delete a color preset
- 09.09 **NEW:** Overview of Color and Shape Masks
 - Create and adjust a shape mask
 - Create and adjust a color mask
 - Adjust colors inside, or outside, the mask
- 09.10 **NEW:** Correct for Color Shifts
 - Adjust for a color shift during a shot
- 09.11 **NEW:** Create the “Pleasantville” Effect
 - Create the “Pleasantville” effect
- 09.12 **NEW:** Use Broadcast Safe to Protect White Levels
 - Apply the Broadcast Safe effect to a clip
 - See the difference in how highlights are processed when using the Color Board or Broadcast Safe effect
 - See how to use an adjustment layer to apply the Broadcast Safe filter to a range of clips

Chapter 10 - Video Effects Cookbook

- 10.01 **NEW:** Chapter Overview
 - An overview of the training in this chapter
 - Key definitions for this chapter
 - A list of the movies in this chapter
- 10.02 Blur a Background Image
 - Blur an entire image
 - Blur only a portion of an image using a crop or mask
 - Animate the transition into the blur using keyframes and a second connected clip
- 10.03 Use Generators with Text
 - Add a drop shadow to a text title
 - Use blend modes to add texture to text
 - Use blend modes to put video inside text
 - Use layers and blend modes to put video inside text on top of other video
- 10.04 **NEW:** Hide Someone’s Face
 - Hide a face using pixelation
 - Dynamically position (track) the effect using keyframes
 - Create a mask based on the color in the frame
 - Change the mask from pixelation to blur to dark

- 10.05 Vignette and Spotlight
 - Apply and adjust a vignette
 - Apply and adjust a spotlight
- 10.06 Create a “Bad Film” Look
 - Combine multiple effects to create the “look” of “bad,” old or small-format film
- 10.07 Copy/Paste Attributes and Effects
 - Paste all the effects attached to one clip to one or more selected clips
 - Paste only some of the effects attached to one clip to one or more selected clips
- 10.08 Add and Modify the Drop Shadow Effect
 - Text has built-in drop shadows, effects don’t
 - Apply a drop shadow effect to a visual element
 - Modify the drop shadow in terms of style and placement
- 10.09 Rotate the “Ken Burns Effect”
 - Rotate an image in the Timeline using keyframes
 - Use a compound clip to apply the Ken Burns effect
- 10.10 Deinterlace a clip
 - View individual fields in an interlaced video
 - Change project settings to progressive video
 - Remove the interlacing
- 10.11 Export Video with Transparency
 - Create a project that contains an alpha channel
 - View the alpha channel in FCP X
 - Export the video using FCP X
 - Reimport the video to see when it contains an alpha channel and when it doesn’t
- 10.12 **NEW:** Reframe Shots Using High-Resolution Clips
 - Re-frame a shot using high-resolution media and Spatial Conform
- 10.13 Modify a Transition in Motion 5
 - Open an FCP X transition in Motion
 - Modify the transition
 - Save the transition in Motion and show that it automatically imports back into FCP X
- 10.14 **NEW:** Move a Motion Project into Final Cut Pro X
 - Export a motion project as a movie
 - Export a motion project as a generator
- 10.15 **NEW:** Create an Adjustment Layer
 - Create a special Title clip in Motion
 - Save it into Final Cut Pro X
 - Apply the clip and effects in the Timeline

Chapter 11 - Audio Effects Cookbook

- 11.01 Chapter Overview
 - An overview of the training in this chapter
 - Key definitions for this chapter
 - A list of the movies in this chapter
- 11.02 Change the Pan of an Audio Clip
 - Change a clip from stereo to mono
 - Mute an unneeded channel
 - Change the pan of a clip
- 11.03 Match Audio Between Clips
 - Use the Match Audio feature in Final Cut
 - Turn the Match Audio feature off
- 11.04 Warm a Voice or Add Clarity Using EQ
 - Use the FAT EQ effect to “shape” a voice
- 11.05 Save and Access Audio Presets
 - Save an audio preset
 - Access a saved preset
 - Delete a saved preset
- 11.06 Disguise a Voice
 - Use the Pitch effect
 - Use the AU Pitch effect
 - Use the Vocal Transformer effect
- 11.07 Create a Telephone Effect
 - Use the AU Bandpass effect to create the sound of listening on a telephone manually
 - Use the Telephone effect to create a telephone sound automatically
- 11.08 Add “Space” with Reverb
 - Use the PlatinumVerb effect
 - Use the Space Designer effect
- 11.09 Blend Music with Voice using Channel EQ
 - Use the Channel EQ effect to blend music with voice
- 11.10 Automatically Adjust Levels Using the Limiter Effect
 - Use the Limiter effect for a single clip
 - Combine the Limiter effect with a compound clip to apply a Limiter effect to an entire project or a group of clips within the project

Chapter 12 - That’s a Wrap!

- 12.01 **NEW:** Good-bye