

Final Cut Pro X: Workflow and Editing (v10.4)

Detailed Outline for Video Training (TRT: 14.8 hours)

Chapter 1 - Overview (TRT: 43 minutes)

- 01.01 NEW - Welcome
 - This provides an overview of the entire series.
 - Describes the structure the the course and each movie
 - Describes my training philosophy and how I teach
 - Discussion of what's new in this training
 - Outlines the movies in this chapter
- 01.02 NEW - New Features in the 10.4 Release
 - New features and enhancements in the new 10.4 release
 - Outlines process of updating libraries
- 01.03 NEW - HDR Media
 - Definitions and key concepts in HDR
 - New HDR features
 - Description of new color spaces
 - Storage issues
- 01.04 NEW - Learn About HEVC (H.265)
 - Definitions
 - Compared to H.264
 - Hardware vs. software acceleration
 - What you need to know
- 01.05 Definitions: Libraries, Media, Events and Projects
 - Definitions of key terms for Final Cut Pro X
- 01.06 Definitions: Codecs
 - Key definitions
 - The “Three Codec” workflow
- 01.07 NEW - Definitions: Native, Optimized and Proxy Media
 - Define key media types and terms
 - A note on ProRes
 - Determine which media format to use
 - Notes on RAW and LOG files
- 01.08 NEW - Convert Adobe Premiere or Apple Final Cut Pro 7 Projects
 - How to convert Premiere projects
 - How to convert FCP 7 projects
 - What makes the transfer and what doesn't
- 01.09 NEW - Trouble-shooting
 - Do a Safe Boot
 - Restore a library from a backup
 - Resolve problems with corrupt media
 - Trash FCP X preferences
 - Create a new user

Chapter 2 - A Quick Start to Editing (TRT: 102 minutes)

- 02.01 NEW - Chapter Overview
 - An overview of the contents for this chapter
 - A detailed editing workflow to improve efficiency and quality
 - A list of the movies in this chapter
- 02.02 Interface Overview
 - Start Final Cut
 - Overview of the new interface
- 02.03 Create a Library
 - Create a new library
 - Rename a Library
 - Open an existing library
 - Close an existing library
 - Find a library in the Finder
- 02.04 Import Media
 - Open the Media Import window
 - Navigate to where media is stored and create a Favorite location
 - Open a folder of clips for review
 - Select a clip, or a group of clips, to import
 - Determine appropriate import options
 - Import the selected clips
- 02.05 Organize Media
 - Create, rename and delete a new event.
 - Add ratings to a clip, a clip range, or a group of clips
 - Display clips by rating
 - Add keywords to a clip, clip range, or group of clips
 - Find clips using keyword collections
- 02.06 Create a Project, Review and Edit Media
 - Define: Layers, Primary Storyline, Connected Clips, Connected Storylines
 - Create new project
 - Explain the Project Settings window
 - Rename and delete a project
 - Review and mark clips
 - Edit clips to the project using Append and Connect
 - Play, stop, and move around the Timeline using both mouse and keyboard
- 02.07 Trim Clips and Add Transitions
 - Define: Trimming, Precision Editor, Transitions
 - Toggle snapping off or on for trimming
 - Cut a clip with the Razor Blade or Range Selection tool
 - Show how to select an edit point
 - Open the Precision Editor and trim two clips
 - Trim using the selection (Arrow) and Trim tool
 - Add the default transition to a selected edit point

- 02.08 Organize the Timeline
 - Define: The Magnetic Timeline
 - Select, deselect, disable, and delete clips
 - Move clips in the Primary Storyline
 - Move connected clips and create a connected storyline
 - Display a clip full-screen
 - Set, name, delete and jump markers
- 02.09 Audio
 - Display and adjust the audio meters
 - Display audio waveforms in the Timeline and Browser
 - Explain reference waveforms
 - Adjust audio clip levels
 - Show how to separate audio from video
 - Add fades at the beginning, or end, of an audio clip
 - Cross-face between two audio clips
- 02.10 Share/Export
 - Define: Export, Share and Destination
 - Access the Share menu
 - Review the Destination options
 - Share (export) a master file
 - Review export options
- 02.11 Keyboard Shortcuts
 - A collection of keyboard shortcuts discussed in this chapter

Chapter 3 - Learn the Interface (TRT: 84 minutes)

- 03.01 Chapter Overview
 - An overview of the contents of this chapter
 - A list of the movies in this chapter
- 03.02 NEW - Workspaces
 - See where workspaces are located
 - Workspace changes in the 10.4 update
 - Change between workspaces
 - Change what is displayed in a workspace
 - Save a custom workspace
 - Modify a saved workspace
 - Delete a workspace
- 03.03 Library List and Content Browsers
 - Where Libraries are displayed
 - Open, rename and close a Library
 - See what's in a Library
 - Hide the Library List
 - See where the Content Browsers are located
 - See what's in a Content Browser
- 03.04 The Browser
 - Display media in the Browser

- Review media in the Browser
- Toggle skimming on and off in the Browser
- Change how media is displayed and sorted in the Browser
- Display and organize the metadata in the Browser
- Hide the Browser

03.05 The Viewer

- Change the size of the viewer by dragging borders
- Change the zoom ratio in the Viewer to scale the display
- Explain and modify Viewer display settings
- Display the Event Viewer
- Hide the Browser to get more space
- Move the Viewer to a second monitor
- Monitoring video on an external video monitor

03.06 The Timeline

- Definition: Timecode
- Learn about your project using the Info Panel
- Find and move the playhead
- Resize, hide and move the Timeline to a second monitor
- Find and use the Timeline History arrows
- Access and use the skimming, solo and snapping buttons
- Access and use the Timeline Appearance switch
- Access the Effects and Transition Browsers

03.07 The Timeline Index

- Open and close the Timeline Index
- Select which Timeline elements to view
- Navigate inside the Timeline
- View and select clips or other elements
- Search the Timeline for clips by name, Note, or other attribute
- Rename clips and change To-Do marker status
- View and add clip notes

03.08 Background Tasks

- Quickly see if any background tasks are running
- Open and close the Background Tasks window
- Display all currently running tasks
- Pause or get info on a specific task
- Cancel a task

03.09 The Inspector

- Open the Inspector window
- Change its size
- Explore the text buttons at the top
- Get a sense of what's in it

- 03.10 Video Scopes
 - Display scopes for the Viewer and Event Viewer
 - Configure and display multiple scopes
 - Change the position of the scopes
 - Display the Waveform Monitor
 - Display the Vectorscope
 - Display the Histogram
 - Display the RGB parade
- 03.11 NEW - Final Cut Pro X Preferences
 - Locate preference settings
 - Open the preference window
 - Understand what the preference settings mean
 - Determine which to modify
- 03.12 Command Sets and Gestures
 - Open the Keyboard Shortcut window
 - Explore the interface and what the colors mean
 - Search for an existing shortcut
 - Create, or modify, a new shortcut
 - Create and delete a new command set
 - Export and import command sets
 - Switch between sets without opening the Commands window
- 03.13 Keyboard Shortcuts
 - A collection of keyboard shortcuts discussed in this chapter

Chapter 4 - Media Management (*TRT: 68 minutes*)

- 04.01 Chapter Overview
 - An overview of the contents of this chapter
 - Definitions: Transcode, Original media, Optimized media, Proxy media
 - A list of the movies in this chapter
- 04.02 Create and Modify Libraries
 - Definition: Library
 - Create a library
 - Use the Finder to copy, move and delete a library
 - Open an existing library from the Finder or Final Cut
 - Rename a library
 - Close an existing library
- 04.03 NEW - Library Properties
 - Display Library Properties
 - Show how to convert between SDR and Wide Color Gamut color spaces
 - View storage usage for the Library and its files
 - View where media is stored
 - Modify Library properties

- 04.04 Create and Modify Events
 - Create a new event that contains no media
 - Move clips between events
 - Move events between libraries
 - Create a new Library from an event that includes media
 - Rename and delete an event
 - Remove clips from an event
- 04.05 Consolidate Libraries, Events and Projects
 - Rules of consolidation
 - Preventing broken links to media
 - Consolidate multiple libraries into a single library
 - Transfer external media into a library to convert it to managed media
 - Transfer media from a library into an external folder
 - Consolidate Motion effects into a Library
 - Consolidate Project media into a single location
- 04.06 Library Database Backup
 - Access Library backup preference settings
 - Find where backups are stored on your computer
 - Change the backup storage location
 - Restore a library database from backup
- 04.07 Generated Media
 - Definitions: Optimized media, Proxy media, Render files
 - Estimating storage space needs
 - Use the Inspector to see what media is created for a clip
 - Delete generated media for a library, event and project
 - Rebuild missing optimized or proxy media using the Transcode menu
- 04.08 Relink Missing Media
 - Understanding the “missing camera” icon
 - Identify media that’s missing
 - Relink missing Proxy media
 - Relink missing media in the Timeline
 - Relink missing media in the Browser
- 04.09 Collaboration Between Editors
 - Export an XML file to share logging data
 - Create a Transfer Library to share projects and edits
- 04.10 Keyboard Shortcuts
 - A collection of keyboard shortcuts discussed in this chapter

Chapter 5 - Import Files (TRT: 86 minutes)

- 05.01 NEW - Chapter Overview
 - An overview of the contents of this chapter
 - Definitions: Import, Transcode/Optimize
 - A list of the movies in this chapter

- 05.02 Media Import Window
 - Definition: Analysis
 - Open the Media Import window
 - Create a favorite location
 - Navigate around the window
 - View and select clips
 - Decide which import choices to select
 - Transcode files during import
- 05.03 Planning for Digital Media
 - Create a digital media workflow for media
 - Create a project code and folder naming convention for your media
 - One way to set up a source media folder system
 - Note on protecting camera files
 - Deciding when and if to optimize media
- 05.04 Import Camera Native Media
 - Navigate to a folder containing clips
 - Review clips before importing
 - Select a clip, a range within a clip, or multiple ranges within the same clip
 - Start the import process
- 05.05 Import QuickTime Media
 - Import a QuickTime movie into Final Cut Pro X
 - Change the event in which to store the movie
- 05.06 Import iOS Media
 - Access an iOS device connected to the computer
 - Import a movie
- 05.07 Import R3D, RAW and Log Files
 - Import RED (R3D) and RAW files
 - Apply a non-destructive color adjustments
 - Transcode the media *after* the color adjustment is applied
 - Switch between camera native, optimized and proxy media
- 05.08 Import Still Images
 - Create new images using this “Image Sizing Table”
 - Import a single-layer image
 - Import a Photoshop (PSD) image
 - Access individual layers in a PSD file
- 05.09 Import from Video Tape
 - Capture from video tape
 - Shuttle a video tape to find the shots you want
 - Capture media stored on tape into Final Cut
 - Create a Camera Archive from a video tape
- 05.10 File Names and Batch Renaming
 - Rename a single clip in the Browser
 - Open the Naming Presets window
 - Rename a batch of clips using a preset

- Duplicate and modify an existing preset
 - Create a new preset
 - Remove a preset
- 05.11 Camera Archives
- Definition: Camera Archive
 - Create an archive
 - Locate an archive on a hard disk and access its contents
 - Open an existing archive to import media
- 05.12 Transcode Media After Import
- Transcode files into either Optimized or Proxy formats
 - Monitor transcoding using the Background Tasks window
 - Use Background Tasks to pause or cancel a job
 - Switch between optimized and proxy media
- 05.13 Keyboard Shortcuts
- A collection of keyboard shortcuts discussed in this chapter

Chapter 6 - Ratings, Keywords and Metadata (TRT: 51 minutes)

- 06.01 Chapter Overview
- An overview of the contents of this chapter
 - Definitions: Rating, Keyword, Metadata, Keyword and Smart Collections
 - An introduction to Roles
 - A list of the movies in this chapter
- 06.02 Ratings and Favorites
- Change the workspace to optimize organizing clips
 - Rate a clip, a range within a clip, or group of clips
 - See which clips are rated
 - View all Favorite clips
 - Hide all Rejected clips
 - Remove a rating
- 06.03 Keywords
- Definition: Keyword, Keyword Collection
 - Automatically apply keywords during import
 - Apply a keyword to a clip, a range within a clip, or group of clips using the Keyword Editor
 - Apply keywords using keyboard shortcuts
 - Display clips stored in a Keyword Collection
 - Remove an existing keyword from a clip or group of clips
 - Remove all keywords from a clip
- 06.04 Find Stuff
- Find clips using the Ratings Filter
 - Find clips using a Keyword Collection
 - Display all clips used, or not used, in a project
 - Search for clips using the Search text box
 - Search for clips using a Search Filter

- 06.05 Smart Collections
 - Definition: Smart Collection
 - Create a Smart Collection for an Event
 - Create a Smart Collection for a Library
 - Use a Smart Collection to find clips
 - See that Smart Collections are dynamic
 - Change search settings for Smart Collections
- 06.06 Metadata and Views
 - Definition: Metadata, Metadata View
 - Access metadata using the Inspector
 - Enter, or modify, metadata, such as a clip note
 - Change metadata views
 - Duplicate and modify a view
 - Delete a view
- 06.07 Analyze Clips
 - Definition: Video analysis, Audio analysis
 - Select clips to analyze
 - Choose between the different analysis options
- 06.08 Keyboard Shortcuts
 - A collection of keyboard shortcuts discussed in this chapter

Chapter 7 - Projects and Editing (TRT: 84 minutes)

- 07.01 NEW - Overview
 - An overview of the contents of this chapter
 - Definitions: Clip, Synced clip, Frame, In, Out, Storyline, connected clip
 - A discussion on workflow and editing a project in “passes”
 - A list of the movies in this chapter
- 07.02 NEW - Create a New Project
 - Create a new project using the default project settings
 - Rename and delete a project
 - Move a project between different events
 - Copy or move a project between libraries
 - Switch between different projects in the Timeline
- 07.03 NEW - Change Project Properties
 - The importance of frame rate
 - Access and revise project settings
 - Select and change project color space
 - Understand what the project settings mean
- 07.04 Mark Clips and Append Edit
 - Select a clip for review
 - Review the clip using both the Viewer and the Event Viewer
 - Set an In using the skimmer, playhead or keyboard
 - Set an Out using the skimmer, playhead or keyboard
 - Edit the clip to the Timeline using the Append Edit

- 07.05 Create a Project Snapshot
 - Definition: Duplicate Project, Project Snapshot
 - Duplicate a project
 - Create a Project Snapshot
- 07.06 Connected Clips and Connected Storylines
 - Definitions: Storyline, Connected clip and storyline
 - The Playhead Indicator Dot
 - Edit a connected clip to the Timeline
 - Create a connected storyline from Timeline clips
 - Merge two connected storylines
 - Move the connection point for a connected clip or storyline
 - Merge a connected clip into the Primary Storyline
 - Convert a Primary Storyline clip to a Connected Clip
- 07.07 Insert and Overwrite Edits
 - Definitions: Insert and overwrite edit
 - Insert a clip, gap or placeholder into a storyline
 - Overwrite a clip, gap or placeholder into a storyline
 - Replace a placeholder with an actual clip
 - Determine where to insert a clip by selecting where you want it to go
- 07.08 Audio-only and Video-only Edits
 - Edit just the audio of a Browser clip to the Timeline
 - Edit just the video of a Browser clip to the Timeline
- 07.09 Replace Edits
 - Display and modify the duration of a clip
 - All the options for a replace edit
 - *(Note: Auditions are covered in #10.09)*
- 07.10 3-point and Backtime Edits
 - Definitions: 3-point edit, backtime edit
 - Perform a 3-point edit
 - Perform a backtime edit
- 07.11 Keyboard Shortcuts for this Chapter
 - A collection of keyboard shortcuts discussed in this chapter

Chapter 8 - Multi-camera Editing (TRT: 48 minutes)

- 08.01 Overview
 - An overview of the contents of this chapter
 - Definitions: Angle, Multicam clip, Sync point, Bank
 - An explanation of why storage speed is so important
 - A multicam editing workflow
 - A list of the movies in this chapter
- 08.02 Create a Multicam Clip
 - Definition: Sync points
 - Add camera names and angle tags to the clip metadata
 - Select which clips to include in a multicam clip

- Sync clips
- Recognize the multicam clip icon
- View the multicam clip in the Angle Viewer
- Modify the display of angles in the Angle Viewer

08.03 The Multicam Angle Editor

- Open a multicam clip in the Angle Editor
- Modify the default “monitors” for audio and video
- Adjust the sync between angles
- Change the display order of angles in the Angle Viewer
- Add still images

08.04 Edit and Trim a Multicam Clip

- Definitions: Cut, Switch, Cut and Switch
- Edit a multicam clip to the Timeline
- Change shots in real-time, or pause playback, using the mouse or keyboard
- Replace a shot after an edit is made
- Trim where two clips touch to improve timing

08.05 Multicam Tricks

- Roll trim a video edit to create a “split edit”
- Separate multichannel audio from video to allow more than one audio track to be heard at once
- Open a multicam cam clip into the Timeline Angle Editor
- Create a montage of still images

08.06 Keyboard Shortcuts for this Chapter

- A collection of keyboard shortcuts discussed in this chapter

Chapter 9 - Trim Clips (*TRT: 54 minutes*)

09.01 Overview

- An overview of the contents of this chapter
- Definitions: Blade, Ripple, Roll, Slip, Slide
- A list of the movies in this chapter

09.02 The Precision Editor

- Determine if a clip has handles
- Open the Precision Editor
- Compare how changing trimming changes the emotion of a scene
- Create a Ripple or Roll trim
- Trim a clip for timing
- Trim a clip for emotion

09.03 Trim tool: Clip Duration, The Blade and Range Selector

- Change the duration of a selected range in a clip
- Illustrate the difference between skimming and clip skimming
- Select the Blade tool and cut a clip
- Cut an individual clip anywhere in the Timeline
- Use keyboard shortcuts to cut multiple clips and connected storylines
- Use the Range Selector tool to select and delete a clip range

- 09.04 Trim tool: Ripple and Roll Trim
 - Definitions: Ripple trim, Roll trim
 - Perform a Ripple trim in the Primary and connected storylines
 - Perform a Roll trim in the Primary and connected storylines
- 09.06 Split Edits Between Audio and Video
 - Definition: Split edit
 - Expand the audio from a video clip without losing sync between the two
 - Create a split edit
 - Roll the video edit, or audio edit, independently
 - Trim the audio without losing sync
 - Clear a split edit
- 09.07 Trim tool: Slip and Slide edits
 - Definitions: Slip edit, Slide edit
 - Slip a clip
 - Slide a clip
 - An option that improves on sliding a clip
- 09.09 Keyboard Shortcuts for this Chapter
 - A collection of keyboard shortcuts discussed in this chapter Chapter 10 - Organize the Timeline (*TRT: 85 minutes*)

Chapter 10 - Organize the Timeline (*TRT: 85 minutes*)

- 10.01 Overview
 - An overview of the contents of this chapter
 - Define “trimming”
 - Provide trimming tips and how to access “Detailed Trimming Feedback”
 - A list of the movies in this chapter
- 10.02 Timeline 101 Basics
 - Definition: Through edit
 - Select, shuffle and delete clips using mouse and keyboard
 - Position the playhead, or a clip, using timecode
 - Copy and paste timecode
 - Separate elements to remove the video or the audio of a clip
 - Display and remove a through edit
 - Display which portion of a Browser clip is used in a project
 - Find the source clip in the Browser for a clip in a project
- 10.03 The Magnetic Timeline
 - Definition: Magnetic Timeline
 - Move clips in the Magnetic Timeline using the Position tool
 - Insert gaps and placeholders
 - Edit audio into the Primary Storyline, then edit video clips as connected clips that connect to the audio
- 10.04 Markers and To-Dos
 - Definitions: Types of Markers
 - Create a marker
 - Navigate the playhead between markers

- Modify, reposition, and delete a marker
 - Create a To-do and “To-Done” marker
 - Change the chapter marker thumbnail (also called a “poster frame”) for a specific chapter marker
- 10.04 Solo, Enable, Disable and Skim Clips
- Definitions: Solo, Enabled, Disabled and Clip Skimming
 - Solo a clip
 - Enable a clip
 - Disable a clip
 - Turn on and use clip skimming vs. skimming
- 10.06 Roles and Lanes
- Definitions: Roles, Lanes, Role Components
 - The five default Roles
 - Assign Roles during import, in the Browser and Timeline
 - Create new Roles and subroles
 - Assign Roles to a clip
 - View Roles in the Timeline
- 10.07 The Timeline Index
- Definitions: Clip, Tags, Roles, Timeline Index
 - Display and hide the Timeline Index
 - Use the Index to view all Timeline elements, navigate and search the Timeline, select and rename clips, modify notes and markers
 - Display and modify Roles
 - Display Lanes and focus points
- 10.08 Compound Clips
- Definition: Compound clip
 - Create and modify a Timeline compound clip
 - Create and rename a Browser compound clip
 - Use a compound clip to apply an audio effect using Roles and Lanes
 - Make a compound clip independent of the parent clip
- 10.09 Auditions
- Definitions: Audition, Pick, Alternates, Finalize the Audition
 - Create an audition in the Browser
 - Create an audition in the Timeline as part of a replace edit
 - Use an audition to review and select clips
 - Finalize an audition so only the selected clip remains in the Timeline
- 10.10 Open in Timeline
- Definition: Open in Timeline
 - Open a clip using Open in Timeline and make changes
 - Open a layered Photoshop graphic using Open in Timeline
 - Open a compound clip using Open in Timeline
- 10.11 Keyboard Shortcuts for this Chapter
- A collection of keyboard shortcuts discussed in this chapter

Chapter 11 - Audio Techniques (TRT: 101 minutes)

11.01 Overview

- An overview of the contents of this chapter
- Define “waveforms”
- Define common audio terms
- A list of the movies in this chapter

11.02 Audio Editing

- Edit an audio-only clip to the Timeline
- Expand a synced clip to reveal the audio without losing sync
- Trim and roll trim the audio of a storyline clip
- Cross fade audio in a storyline clip
- Change the audio fade shapes
- Detach audio to delete the audio or video

11.03 Set Audio Levels

- Explain the basic concepts underlying audio levels
- Define common audio terms and reference waveforms
- Display and size the audio meters
- Solo or disable an audio clip
- Display audio waveforms in the Browser and Timeline
- Adjust clip levels in the Timeline, Inspector and Modify menu
- Adjust audio using relative and absolute settings
- Use the Inspector to adjust audio pan

11.04 Audio Animation (Keyframes)

- Add or modify volume keyframes to a Timeline clip
- Select and copy keyframes between clips
- Add, modify or delete keyframes using the Inspector
- Move between keyframes
- Display the Audio Animation Editor

11.05 Multi-Channel Audio

- Definition: Dual-channel audio
- Use the Inspector to enable multichannel display
- Convert a stereo clip to dual-channel mono (and vice-versa)
- Skim, rename, or mute channels
- Use the Timeline to display, edit, trim, and adjust multi-channel audio clips
- Add fades to separate channels in an audio clip
- Show new audio fade keyboard shortcuts

11.06 Roles in Audio

- An explanation of the new “role” for Roles in audio
- Change roles assigned to a clip
- Enable or disable groups of clips using Roles
- Reorganize audio layers in the Timeline using Roles

- Use Focus and Lanes to group and highlight specific Roles

11.07 Basic Audio Effects

- Create stems using compound clips
- Expand a Role Component to make changes to individual clips
- Apply the Limiter effect
- Apply and modify the EQ effect
- Apply and modify the Spaces effect

11.08 Sync Double-System Clips

- Determine the best sync point
- Automatically sync audio with video using matching audio
- Expand a synced clips to reveal the audio
- Sync clips using markers
- Adjust a synced clip using “Open in Timeline”
- Slip audio against video for verification of sync

11.09 Audio Analysis and Enhancements

- Set import analysis options in the Media Import window
- Analyze a Browser audio clip manually
- Find the enhancements menu underneath the Viewer
- Determine which enhancements Final Cut applied to a clip
- Modify or disable the recommended enhancements
- Match audio characteristics (EQ) between clips

11.10 Music and Sound Browser

- Download the additional content for FCP X
- Open the Photos and Audio Sidebar
- Search for a sound file
- Move a sound file from the Browser to the Timeline

11.11 Record Audio Voice-Overs

- Display the Record Voiceover dialog
- Determine the event in which to store the recorded clip
- Configure audio input and monitoring
- Start and stop recording
- Preview results using Audition
- Break apart the Audition and edit individual clips

11.12 Create a Surround Mix

- Orientation to surround sound
- Issues about monitoring surround sound
- Change project properties to surround
- Add a surround clip to the Timeline
- Assign a clip to a surround panner
- Adjust the surround pan of a clip
- Animate a surround pan using keyframes

11.13 Keyboard Shortcuts for this Chapter

- A collection of keyboard shortcuts discussed in this chapter

Chapter 12 - Transitions (TRT: 27 minutes)

12.01 Overview

- An overview of the contents of this chapter
- Definitions: Cut, Dissolve, Wipe
- Explain render files
- A list of the movies in this chapter

12.02 Transition Basics

- Apply the default transition to a clip, clip range or group of clips
- Adjust the transition duration in Preferences
- Add a transition to an edit point with insufficient handles
- Change the transition duration
- Remove a transition

12.03 The Transition Browser

- Open the Transition Browser and preview transitions
- Find a transition in the Browser
- Apply a transition from the Browser
- Modify a transition using on-screen Viewer controls
- Modify a transition using on-screen Timeline controls
- Replace one transition with another
- Change the default transition

12.04 Advanced Transition Techniques

- Copy transitions
- Trim clips under a transition
- Modify transition settings in the Inspector
- Create, modify and delete an audio-only transition
- Open a transition in Motion for additional modification

12.05 Keyboard Shortcuts for this Chapter

- A collection of keyboard shortcuts discussed in this chapter

Chapter 13 - Share and Export (TRT: 57 minutes)

13.01 NEW - Overview

- An overview of the contents of this chapter
- Definitions: Export, Share, Destination, Job Action
- A faster way to export
- A list of the movies in this chapter

13.02 Sharing Preferences and Inspector

- Change the File > Sharing default
- Modify Share tags in the Inspector for a project
- Configure Destination preferences

- 13.03 Share to a Master File
 - Select a project, clip or range to export
 - Export using the File > Share menu or on-screen Share button
 - Navigate the Export Information screen
 - Set export options - including codecs - in Export Settings
 - Enable exporting chapter markers
 - Save a file and give it a location
 - Monitor the export using Background Tasks
 - Determine if and when a file was shared
- 13.04 Share Using Roles
 - Definitions: Roles, Stem
 - Access Roles during export
 - Create a single QuickTime movie containing the final audio mix, and a specific video roles
 - Create separate audio stems for a single project
 - Create multiple versions of the same project
- 13.05 Share to a Service
 - Notes on burning a DVD or Blu-ray Disc
 - Email a project
 - Share a project to YouTube
 - Share a project for Apple Devices
 - Share a project to DVD
 - Share a project to Blu-ray Disc.
- 13.06 Export a Still Frame
 - Export a still frame from Final Cut
 - Determine best format options
 - Decide when to check or uncheck the scaling options
- 13.07 Export to Apple Compressor
 - Export a project to Compressor using a custom compression setting
 - Send a project to Compressor
- 13.08 Export XML With, or Without, Metadata
 - Review what's in a metadata view
 - Export an XML file
 - Determine which XML format to use
 - Select the metadata to include in the export
 - Look inside an XML file
- 13.09 NEW - Export HDR or HEVC
 - Review Library and Project properties
 - Export an HDR project
 - Export a project using HEVC compression

Chapter 14 - That's a Wrap! (TRT: 2 minutes)

- 14.01 NEW - That's a Wrap
 - Good-bye!