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 boarders
• 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 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 synched 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!