Final Cut Pro X: Effects (v10.4)
Detailed Outline for Video Training (TRT: 11.1 hours)

Chapter 1 - Overview (TRT: 27 minutes)

01.01 Welcome
- This provides an overview of the entire series.
- Describes the structure of the course
- Describes how material is presented
- Outlines the movies in this course and chapter

01.02 New Features in the 10.4 Update
- Describes how 10.4 builds on the new interface introduced in 10.3
- Outlines support for editing and outputting 360° VR
- Outlines support for HDR and HEVC video
- Import and apply LUT's
- Color correction and grading
- How to update older libraries for 10.4

01.03 Learn about HDR
- Description of HDR
- Explore the new features of HDR in the 10.4 update
- Learn about the three color spaces
- Tips and tricks for HDR

01.04 Learn about HEVC
- Key points of HEVC in the 10.4 update
- What is HEVC
- Explore HEVC as compared to H.264
- Learn about hardware acceleration

01.05 Introduction to the effects interfaces
- Discover the different browsers and sidebars
- how to open a browser
- how to find something by category or search
- The Enhancements menu and how to use it.
- Open the “Retiming” menu and how to use it
- Learn about the inspector and how to use it
- Keyboard shortcuts

01.06 Effects Presets
- Define an effects preset
- Access an existing preset
- Share a preset
- Import a preset
- Remove a preset
Chapter 2 - Generators *(TRT: 11 minutes)*

02.01 Overview
- Chapter overview
- New features in the 10.4 update
- Outlines the movies in this chapter

02.02 Use Generators
- View Generators and their categories
- Find a specific Generator
- Edit a Generator to the Timeline
- Customize a Generator using a preset in the inspector
- Use Generators to “freeze” the settings for a project

02.03 Generator Examples
- Add a texture generator and customize it
- Add a shape generator and customize it
- Add a timecode generator
- Add a countdown generator
- Add and modify a placeholder
- Move a generator to Motion 5 for modification

Chapter 3 - Text and Titles *(TRT: 55 minutes)*

03.01 Overview
- Chapter overview
- New features in the 10.4 update
- Outlines the movies in this chapter

03.02 Text Basics
- Display the Action Safe and Title Safe zones
- Preview a title in the Titles browser
- Add a title to the 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 Modify Text Format and Style
- Apply, reset and save 2D and 3D text styles
- Change the basic text formatting for 2D titles
- How to change advanced text formatting

03.04 Title Basics
- How to find 3D titles using the Titles sidebar
- Learn about adding a 3D title to the timeline
- How to change text using the Viewer or Inspector
- How to modify fonts and adjust the depth of the characters
- How to change the edges of a character
03.05 Title Lighting
• How to enable and modify lighting for 3D text
• How to turn on and modify text shadows
• Change the lighting environment

03.06 Materials in 3D Titles
• Change the materials for an entire character
• Change materials for each of the five surfaces of a character

03.07 2D and 3D Title Animation
• Display the animation settings in the inspector
• Turn 2D animation on and off
• Modify animation settings
• Convert 2D and 3D
• Modify 3D animation settings
• Change the perspective of a 3D title

03.04 Find and replace text in titles
• Open and use the Timeline Index
• Find text in project clips
• Find text in a title
• Change text in a single title
• Change text in multiple titles

Chapter 4 - Inspector Effects (TRT: 60 minutes)

04.01 Overview
• Chapter overview
• New features in the 10.4 update
• Outlines the movies in this chapter

04.02 Transform effects
• Select a clip and access the built-in viewer
• How to use the Inspector to open and adjust Transform settings
• Modify scale and rotation using the Anchor Point
• Temporarily disable the effects settings
• Restore a parameter to its default values
• Use Paste Attributes to copy between clips

04.03 Animate using Keyframes
• Create or delete keyframes in the Viewer or Inspector
• Display the Timeline Video Animation controls
• Move between keyframes using keyboard or mouse
• Create and modify keyframes along the motion path
• Select, modify and delete groups of keyframes

04.04 Trip 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
• Access the Distort settings in the Viewer or Inspector
• How to distort a clip
• How to animate a distortion effect using keyframes
• How to reset a clip to its normal, default values

04.06 Stabilize and Image
• How to apply image stabilization to a clip
• How to select the right stabilization option for your clip
• Modify and review image stabilization settings
• How FCP X hides the effects of a moving image to stabilize it
• Stabilize a range within a clip

04.07 Correct for Rolling Shutter
• See the effects of a rolling shutter
• Apply the correction effect to begin analysis
• How to adjust the amount of correction.

04.08 Opacity and Blend Modes
• How to adjust the opacity of a clip in the Inspector
• How to apply a blend mode
• How to change blend modes
• The results of using different blend modes
• Create a variety of blend mode effects

Chapter 5 - Stills (TRT: 28 minutes)

05.01 Overview
• Chapter overview
• Sizing chart for still images
• Overview of the movies in this chapter

05.02 Spatial Conform
• Use Spatial Conform with a still image
• Use Spatial Conform with a video clip
• Use Spatial Conform to reframe a shot

05.03 Still Images and Layered Photoshop files
• How to rasterize a layered Photoshop image
• How to import a single-layer image
• Import and review a multi-layered photoshop graphic
• How to animate a layer in the Timeline using keyframes

05.03 Create a Picture-in-picture Effect
• Create a picture-in-picture effect
• Modify the size and position of the inserted clip
• How to animate the inserted clip using a transition
• How to add a drop shadow effect to the inserted clip

05.04 Animate using the “Ken Burns” effect
• How to create a Ken Burns effect on a still image
• How to modify the settings for this effect
• Preview a Ken Burns effect
• How and why to change the acceleration settings
• Remove the effect from the clip

05.05 Animate stills using Keyframes
• Use the Crop tool with keyframes
• Use keyframes to animate the position of a clip
• Use keyframes to animate the scale of a clip
• Use keyframes to change the motion of a path of a clip
• How to convert the motion path to a curve and modify it
• Change the curve between keyframes

05.06 Layered Photoshop Images
• How to import, review, edit and modify a multi-layer Photoshop graphic

Chapter 6 - Clip Speed (TRT: 53 minutes)

06.01 Overview
• Chapter overview
• Thoughts on changing clip speed
• Overview of movies in this chapter

06.02 Hold Frames and Freeze Frames
• Create and modify a Hold frame
• Create and modify a Freeze (still) frame
• How to select a range and hold the first frame in the range
• Reset a clip back to normal speed
• Export a still frame

06.03 Constant Speed Changes
• Apply a constant speed change to a clip
• Modify the speed of a clip by duration or percentage
• How to adjust video playback using optical flow
• Preserve the audio pitch of a speed-changed clip
• Reset a clip back to normal speed

06.04 Variable Speed Changes
• How to apply a variable speed change to a clip
• How to create a variable speed clip with smooth speed transitions
• How to modify speeds with each section
• Reset a clip back to 100% speed

06.05 Other Retiming Effects
• Conform a clip to create a high-quality slow motion
• 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 marker

06.06 Frame Rate Conform
• Access and modify the Frame Rate Conform settings
Chapter 7 - Keying *(TRT: 28 minutes)*

07.01 Overview
- Chapter overview
- New features in the 10.4 update
- Overview of movies in this chapter

07.02 Create a Simple Chroma Key
- Create a simple chroma key
- Use some of the advanced settings in the keyer

07.03 More Complex Chroma Key Effects
- Correct a key for bad lighting
- Add filters to make a key look more believable
- Create a multi-layer chroma key

07.04 Alpha Channel Key
- How to view the alpha channel in an image using the Viewer
- See the difference between a clip with and without an alpha channel
- How to create an alpha channel key
- How to insert video into text

07.05 Luminance Key
- How to create a Luma key using a JPEG image

Chapter 8 - Masks *(TRT: 44 minutes)*

08.01 Overview
- Chapter overview
- New features in the 10.4 update
- Definition of terms
- Overview of movies in this chapter

08.02 Shape Mask Effects
- How to apply the Shape Mask Effect
- How to modify the mask
- Remove the mask
- How to convert a Shape mask to a Draw mask.

08.03 Draw Mask Effects
- Create a custom mask shape
- Modify the various Draw Mask setting
- How to convert between Linear, Bezier and B-Splines
- How to modify a control point
- Remove the mask

08.04 Keyframe Draw Masks
- How to add keyframes to a draw mask
- How to move between keyframes
- How to view and adjust keyframes
- How to remove keyframes
08.01 Masks for Chroma-keys
  • How to use Crop > Trim
  • How to apply and modify the Draw Mask effect
  • How to change the shape and settings of individual control points

08.06 Integrated Shape and Color Masks
  • How to create a shape mask within an effect
  • How to create a color mask within an effect
  • Explore the display mask controls
  • How to view the mask
  • How to modify and invert an existing mask
  • How to add multiple masks
  • How to remove a mask

08.07 Graduated and Image Masks
  • Create and modify a Graduated mask
  • Create and modify an Image mask

08.01 Vignette vs Vignette Mask
  • Create a vignette
  • Create a vignette mask
  • Discover the differences between the two.

Chapter 9 - Look Up Tables (LUTs) (TRT: 19 minutes)

09.01 Overview
  • Chapter overview
  • New features in the 10.4 update
  • Overview of movies in this chapter

09.02 Apply a LUT
  • Discover which LUTs to apply to footage
  • How to change, import and remove a LUT

09.03 Share a Custom LUT
  • How to install a custom LUT
  • Discover where Final Cut stores LUTs
  • How to compress a LUT for sharing

09.01 RedCode RAW files
  • How to import RED footage
  • Discover which LUT is applied
  • Explore color settings
  • Optimize media after the settings are modified.

Chapter 10 - Color Correction (TRT: 2:18 hours)

10.01 Overview
  • Chapter overview
  • Definitions
  • New features in the 10.4 update
  • Overview of movies in this chapter
10.02 A Color Workflow
- Define a workflow for color correction
- Overview of color theory
- Rules of color correction
- Larry’s process for color correction

10.03 Create a Mood with Looks
- How to find and apply looks
- How to apply a look to a selected clip
- How to modify a look in the Inspector
- How to remove the effect from a clip
- How to copy all effects
- How to create some popular looks

10.04 Automatic Color Analysis and Correction
- How to analyze a clip for color problems
- How to use automatic color balance
- Discover the color picker
- How to match colors
- How to turn off these automatic adjustments

10.05 The Video Scopes
- Explore the video scopes using keyboard, mouse and workspace
- How to select and configure a video scope
- Discover the position and display of the video scopes
- How to switch between color spaces
- How each scope works
- Evaluate a variety of images using each scope
- How to enable the range check option

10.06 The Color Board
- How to display and hide the Color Board
- How to move the controls
- Discover what the controls do to an image
- How to reset one or all sections of the Color Board

10.07 The Color Wheels
- How to display and hide the Color Wheels
- How to move the controls
- Discover what the controls do to an image
- How to reset one or all sections of the Color Wheels

10.08 The Color Curves
- How to display and hide the Color Curves
- How to move the controls
- See what the controls do to an image
- How to find a specific color on a Curve
- How to reset one or all of the Curves

10.09 Hue/Saturation Curves
- How to display and hide the Hue/Saturation Curves
- How to move the controls
• See what each of the controls does to an image
• How to find a specific color, or luma level, on a Curve
• How to reset one or all of the Curves

10.10 Correct for Color Casts
• How to remove a color cast automatically
• How to remove a color cast manually

10.11 Correct for Skin Tone
• Review skin tone values
• How to isolate skin so you can view it accurately
• How to correct problems with skin tones

10.12 Keyframe Color Changes
• How to keyframe changes in color settings inside a clip

10.13 Create and Save Color Presets
• How to create, access and remove a color preset

10.14 Color Shape and Masks
• How to create and adjust a shape mask
• How to create and adjust a color mask
• How to adjust colors inside or outside the mask
• How to track a mask

10.15 Use Broadcast Safe to Protect SDR White Levels
• How to apply the Broadcast Safe effect
• Discover the difference in how highlights are processed.

10.16 Get Ready for HDR
• How to change the color space settings
• Explore the color space settings of a project
• Discover the color space settings on the video scopes
• Explore the Inspector settings for HDR

Chapter 11 - 360° Video (TRT: 56 minutes)

11.01 Overview
• Chapter overview
• New features in the 10.4 update
• Definitions
• Important facts
• Shortcut keys
• Overview of movies in this chapter

11.02 Setup, Import and Metadata
• How to create a new 360° Video Project
• How to import media
• How to review and change clip metadata
• How to enable the 360° viewer

11.03 View, Navigate, Edit and Export
• How to enable the 360° viewer on a computer and/or headset
• How to navigate VR video on the computer
• How to change the master orientation of a video
• How to export a VR project

11.04 Titles
• How to add and modify titles to a 360° project
• How to add and modify standard titles to a 360° project

11.05 Effects and Generators
• Explore the 360° Patch tool
• How to apply and adjust some of the 360° video effects
• How to apply a standard effect and how it differs
• How to apply and adjust a 360° generator

11.06 Add 360° VR to an HD Project
• How to add 360° video to an HD project
• How to modify a 360° video orientation setting

11.07 Add HD video to a 360° VR Project
• How to add and modify standard video to a 360° project
• Explore the results
• How to adjust the Video Inspector settings

Chapter 12 - Video Effects Cookbook (TRT: 1:36 hours)

12.01 Overview
• Chapter overview
• Overview of movies in this chapter

12.02 Effects Basics - Blurs
• How to apply, modify, disable and remove an effect
• How to add an effect to an image
• How to animate the transition of an effect
• How to apply an effect to only a portion of an image

12.03 Reframe High-Resolution Clips
• Reframe a 4K shot and a vertical shot into an HD project

12.04 Create a Picture-in-Picture effect
• How to create a picture-in-picture effect
• How to modify the size and position of the clip
• How to add a transition effect
• How to animate the inserted clip

12.05 The Drop Shadow Effect
• Explore drop shadows
• How to apply a drop shadow effect
• How to modify the drop shadow effect

12.06 Text Effects
• How to key text on top of a blurred background
• How to add a drop shadow to text
• Discover how blend modes to add texture to text
• Explore blend modes
• How to use layers, compound clips and blend modes

12.07 Hide Someone’s Face
• Explore the Censor effect
• How to hide a face using a blur and shape mask
• How to combine Censor with blur

12.08 Vignette and Spot
• Apply and adjust a Vignette and a Spot effect and explore the results of both

12.09 Complex Looks
• Create Black-and-White clips
• Create an “old film” look
• Create a better sepia effect

12.10 Create the “Pleasantville” effect
• How to draw a mask to isolate a portion of the image
• How to use a color mask to isolate a portion of the image
• Explore Hue/Saturation color effects
• How to create the Pleasantville effect

12.11 Copy/Paste Attributes and Effects
• How to delete all the effects in a clip or group of clips
• How to delete some of the effects in a clip
• How to paste all effects from one clip to another
• How to paste some of the effects from one clip to another
• How to change keyframe timing

12.12 Compound Clip Effects
• How to create a compound clip
• How to open a compound clip and adjust it
• How to apply effects to a compound clip
• How to apply keyframes
• How to delete/deconstruct a compound clip

12.13 Deinterlace a Clip
• Explore individual fields in an interlaced video
• How to change project settings to progressive video

12.14 Export Video with Transparency
• How to create a project that contains an alpha channel
• Explore the alpha channel in FCP X
• How to export the alpha channel using FCP X
• How to verify a clip contains an alpha channel

12.15 Modify a Title in Motion 5
• How to send an FCP X title to Motion
• How to modify the title in Motion
• How to save the title in Motion to return it to FCP X

12.16 Create an Adjustment Layer
• How to create an adjustment layer clip in Motion
• How to save it for Final Cut Pro X
• How to apply the clip to create effects in the Timeline

Chapter 13 - Audio Effects Cookbook *(TRT: 51 minutes)*

13.01 Overview
• Chapter overview
• Audio fundamentals
• Overview of the movies in this chapter

13.02 Inspector Audio Effects
• How to adjust clip volume
• How to adjust clip pan
• How to view and modify audio enhancements
• How to change a clip from stereo to dual channel mono
• How to mute unneeded channels

13.03 Match Audio Between Clips
• How to match and turn off audio features in Final Cut

13.04 Use FAT EQ to Improve voice Quality
• Explore the FAT EQ effect to shape a voice

13.05 Save and Access Audio Presets
• Save, access and delete saved audio presets

13.06 Use channel EQ to Blend Voice with Music
• How to use the Channel EQ effect to blend a voice with music

13.07 Use Roles to Create an Audio Mix
• How to use the Limiter effect
• How to use Roles and compound clips to create submixes
• How to create a final mix of a project

13.08 Special Effects for Audio
• How to change the audio pitch
• Discover Reverb
• How to create a telephone effect

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

13.01 Overview
• Chapter overview
• Sites to visit
• Thanks!