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 Confirm 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 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!