

FCE 101: Introduction to Final Cut Express 4

This two-day, hands-on course introduces students to the primary feature set and basic interface of Final Cut Express 4. In this course you learn to perform basic editing functions while familiarising yourself with the user interface. Topics include basic setup, adjusting and customizing preferences and settings, capturing video and audio, various editing and trimming techniques, Ripple, Roll, Slip and Slide tools, audio editing and audio creation, finishing and final output.



Who Should Attend

This class is designed for anyone looking to edit professional-quality video with Final Cut Express and who prefers hands-on and interactive instruction to best explore its functionality.

Also desirable: an understanding of the Macintosh operating system and basic computer navigation.

What You Will Learn

- Working with the Browser and Bins
- Marking clips and using insert and overwrite edits as well as drag-and-drop editing
- Marking and deleting clips in the Timeline
- Trimming edit points
- Using Ripple, Roll and Extend edits and the Slip and Slide tools
- Finishing and final output

Prerequisites

Students should have the following prerequisite knowledge prior to attending the course:

- Basic knowledge of Mac OS X
- Basic knowledge of editing terminology is recommended



Certified Pro
Final Cut Pro 7

mediasuite

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Registered Charity No. 1125284

FCE 101: Course Schedule

Day 1

Covering the Basics

Working with Finder Windows, Working with the Dock, and Adding Final Cut Express to the Dock

Editing Video

Preparing the Lesson, Working with DV, Working with QuickTime,

Working with a Project

Launching Final Cut Express, The Final Cut Express Interface, Menus, Shortcuts and the Mouse, Working with Projects in the Browser, Selecting Window Layouts, Working with Bins, and Quitting and Hiding Final Cut Express

Working in the Timeline

Preparing the Project, The Timeline and the Canvas, Playing a Sequence in the Timeline, Working with Timeline Tracks, Playing the Sequence from the Canvas, Saving and Quitting

Day 2

Working in the Viewer

Opening Your Project File, Preparing the Project, Viewing Clips, Marking Clips, and Viewing Edit Points

Making Edits

Preparing the Project, Working with Sequences, Marking Overwrite Edits, Backing Up Sequences, and Inserting Clips, and Adding Music

Editing to the Timeline

Preparing the Project, Manipulating Clips in the Timeline, Drag-and-Drop Editing Basics, and Dragging to the Timeline

Trimming an Edit Point

Preparing the Project, Trimming, Dragging Edit Points, Rippling Edits, Extending an Edit, and Trimming in the Viewer

Fine-Tuning Edit Points

Preparing the Project, Trimming Two Edit Points, Slipping Clip Content, Rolling Edit Points, Sliding Clips, and Dragging to Reposition a Clip

Capturing Digital Video

Preparing the Project, Connecting Sources for Capture, Previewing and Marking Your Source, Logging Clips, Capturing Options, Choosing Preferences and System Settings, Transferring AVCHD footage

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