



WELCOME TO FINAL CUT PRO® 5

WELCOME TO FINAL CUT PRO 5 introduces all of the fundamentals necessary to bring your story to the screen with the help of advanced image processing and intuitive media management features. Professional editing and trimming tools let you work quickly, while full customization gives you more flexibility and control.

Attendees are welcome to bring and use their MacBooks or other laptops if they wish. Training and handouts are designed for the latest versions of FINAL CUT PRO®.

WELCOME TO FINAL CUT PRO 5 (6 Hour Hands-on course)

Prerequisites: Knowledge of Mac or Windows OS. Experience with graphics or word processing applications is helpful.

INTRODUCTION AND OVERVIEW

Differences between computer graphics and video graphics

PREVENTING TROUBLE

Customizing your Mac for FCP production
Reconciling OSX keyboard conflicts
Setting and Maintaining Final Cut Pro Preferences
Repair Permissions
Why you need two drives for video

FCP INTERFACE

ORGANIZING THE PIECES

EDITING BASICS

Drag and Drop editing
Deleting clips
Backtime editing
Moving clips
Replace editing
3-point editing
Fit-to-fill

TRIMMING

One-sided trims
Viewer trimming
Two-sided trims
Edit Window trimming

TRANSITION BASICS

Applying Video and Audio transitions
Using the Transition Editor & parameter set-up

AUDIO EDITING BASICS

TEXT BASICS

PLAYS WELL WITH OTHERS

Using Photoshop and Illustrator with FCP

CAPTURING VIDEO

MARKERS

Using Marking in the timeline
Selecting tracks
Linking

SAVING AND ARCHIVING

BURNING A DVD

Attendees receive: CD (Mac and Windows compatible) with lesson files, notes and instructions. Seating is limited to nine students. Individual student fee is \$379. \$359 per student for 3 or more. Educators are eligible for 25% off the individual fee per registering attendee for Intro and Intermediate classes. ComputerTree reserves the right to reschedule class dates with 72 hr. notice, due to low enrollment.

About the instructor: Mical Fowler is a thought leader and reformed Art Director who has been shaking up the graphics status quo since the Macintosh appeared in 1984. Equally at home in print, multimedia and video design and production, he has taught hundreds of classes in professional graphics applications, including Photoshop®, InDesign®, Illustrator®, Acrobat®, Final Cut Pro®, Dreamweaver®, Flash® and others.

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