# Final Cut Pro X, Part 2: A/V Edits, & Timeline

## page 1

Meet the expert: Our Creative Design courses are presented by experts from Wiley Publishing. Wiley is a global provider of knowledge and knowledge-enabled services that improve outcomes in areas of research, professional practice, and education. They are the publisher of award-winning journals, encyclopedias, books, and online products and services.

Prerequisites: This course assumes very little familiarity with Adobe Final Cut Pro. This course is part of 3 courses, Final Cut Pro X: Workspace, Keywords & Importing, Final Cut Pro X: Video/Audio Edits, & Timeline, and Final Cut Pro X: Color, Transition & Exporting. Please be sure to view the courses in order if you are new to the material.

## Runtime: 01:10:15

**Course description:** Apple's latest video product suite gives you the power to edit video like never before, and Final Cut Pro X has everything you need to edit, organize, and delivery your video projects like a pro. In this three part learning series, you can learn the ins and outs of maximizing Final Cut Pro X – from importing media and getting started to adding effects, transitions, and finishing touches – with Final Cut Pro X. Create events, import media, rate and select clips, and get a handle on editing basics. Gain professional expertise on working with audio and video and adding effects to your projects. Easily customize audio and video with this step-by-step tutorial on correcting color, transitioning between clips, and applying titles.

## **Course outline:**

# Editing Video

- Introduction
- · Adjusting Edits/Ripple and Roll
- Trimming Using the Keyboard
- Precision Editor
- J Cuts and L Cuts
- Detaching Audio
- Customize Tools, Shortcuts
- Editing Methods
- Summary

### Timeline & Key Frame Animation

Introduction

- Transform Clips on Timeline
- Impart Motion on Timeline
- Key Frame Animation Audio
- Key Frame Animation Video
- Summary

### **Editing Audio**

## Introduction

- Adding Audio Tracks
- Adjusting Audio Levels
- · Adjusting the Music Track
- Fading Audio
- Fades Using Key Framing
- Audio Channel Configuration
- Automated Audio
- Enhancements

  Loudness and Uniformity
- Background Noise & Hum
- Removal
- Summary

