

EDITING ON iMac (Apple)

SYLLABUS

UNIT - 1

Interface, setup, and Input: About post-production workflow – Video formats and Timecode – Understanding projects, clips and sequences

UNIT – 2

Overview of Final Cut Pro interface – Basics of Working in the Final Cut Pro Interface, using keyboard shortcuts, buttons and shortcut menus – Browser basics – Viewer basics – Canvas basics – Navigating and Using Timecode in the Viewer and Canvas – Timeline Basics – Customising the interface – Connecting DV Video equipment – Connecting professional video and audio equipment – about video interfaces, signals, and connectors – connecting professional audio devices

UNIT – 3

Capturing your footage to disk – Before you capture – Batch Capturing clips – Capturing clips as you log (capture clip) – Capture entire tapes (Capture now) – capturing footage without device control – capturing video and audio separately – Recapturing clips – capturing footage with Timecode breaks – Renaming media files after capture – Capturing audio

UNIT – 4

Organizing footage in the Browser – Using Bins to organize clips – Using labels to organize your clips – Sorting items in the Browser using column headings – Creating subclips – Merging clips from Dual system video and audio – The fundamentals of adding clips to the sequence – Setting edit points for clips and sequences – Working with tracks in the Timeline

UNIT - 5

Nonlinear Editing systems – Nonlinear Editing Features and Techniques: Capture, Compression, Storage, Juxtaposing and Rearranging Video and Audio files – Pre-Editing phase: Shooting phase, Review Phase, Preparation Phase – Editing Procedures: Shot selection, Shot sequencing, Audio Sweetening, Creating the Final Edit Master tape, Operational hints. Making Editing decisions: Editing functions: Combine, Shorten, Correct, Build – Basic Transition Devices: Cut, Dissolve, Wipe, Fade – Major Editing Principles: Continuity editing, Complexity editing, Context, Ethics

PROJECT:

1. Learning to use the Browser in FCS
2. Learning to capture clips
3. Learning to keep the clips in the Time line
4. Learning to balance sound with the editing video
5. Using special effects on Timeline
6. Taking output of the rendered video

BIBLIOGRAPHY:

1. Herbert Zettl. *"Television Production Handbook"*. Thomson Wadsworth. Ninth Edition. Belmont. USA. 2007
2. Final Cut Pro 6 User Manual Volume 1-4