

MC 110: Media Composer Fundamentals II – (Two-Days or Three-Days)

Fundamentals and Beyond

- Fundamental Concepts
- Learning the Basic Workflow
- Going Beyond HD
- Working in 4K
- Creating a New Project
- Setting up a Project

Inputting Media

- Ways to Input Video and Audio Clips
- Using the Source Browser
- Linking Clips to Your Project
- Importing Media Files
- Importing Sequential Image Files
- Copying and Converting Linked Media

Preparing Dailies

- Prepping for the Edit
- Adding Information to Dailies
- Sorting the Bin
- Filtering the Bin
- Creating Subclips
- Cloning Clips to Multiple Bins
 - Opening a Bin from Another Project
 - AutoSyncing Picture and Sound
 - Grouping Clips

Quick Editing Tools

- Editing from the Bin Creating a Stringout Sequence
- Storyboard Editing
- Cutting Down a Sequence with Top and Tail
- Using the Extend Function
- Using Markers
- Mapping Buttons and Menus
- Copying and Updating User Settings
- Quick Editing Techniques
- Creating a Stringout for Review
- Tennessee Park our Montage
- Improving a Montage with Split Edits
- Map the Keyboard of a New User

- Cutting and Recutting a Scene

Review of Basic Edit Tools

- Selecting Multiple Segments
- Alternate Ways to Use Sequences
- Finding Alternative Shots Essential Tools

Trimming Dialogue Scenes

- Understanding Trim The “Radio Edit” Technique
- Exploring Trim Mode
- Trimming On the Fly
- Creating Split Edits
- Maintaining Sync
- Slipping and Sliding Segments

Mixing Sequence Audio

- Mixing Audio Efficiently
- Setting Up for Audio Mixing
- Audio EQ Tool
- Keyframing Volume and Pan Changes

Working with High-Resolution Images

- Understanding Pan & Zoom Effects
- Exploring the Source Settings Dialog Box
- Using FrameFlex on 2K+ Clips
- Creating a Pan and Zoom Effect with FrameFlex

Creative Retiming Effects

- Review of Freeze Frames and Motion Effects
- Creating Motion Effects to Fill a Duration
- Creating Timewarp Effects
- Timewarp Preset Effects
- Creating a Timewarp Effect
- Using the Anchor Frame

Tracking and Blurring Objects

- Blurring Unwanted Objects
- Creating a Blur Effect

Introduction to Multilayer Effects

- Creating a Split-Screen Effect
- Using Advanced Keyframe Graphs
- Essential Tools

Nesting Multiple Effects

- Nesting Effects
- Changing the Order of Nested Effects
- Editing Inside a Nest
- Measuring Performance
- Adjusting Playback Quality
- Rendering Effects
- Understanding Expert Render

Creating ChromaKey Effects

- Different Keying Types
- Exploring the SpectraMatte
- Viewing the Matte Channel
- Cropping Out Garbage
- Adjusting the SpectraMatte

Animated Titles & Graphics

- Creating Titles with NewBlue Titler Pro
- Creating a Title
- AMA Linking to Real-Time Moving Matte Keys

Packaging and Export

- Understanding the Review Process
- Tools for Review
- Preparing for Output
- Packaging a Sequence
- Exporting a File
- Using the Send To Export Templates
- Exporting XDCAM Media

Managing Project Media

- Managing Your Media
- Deleting Media Files
- Understanding Consolidate and Transcode