

ADOBE PREMIERE

OPENING PREMIERE AND CREATING A PROJECT

- Customizing Workspaces
- Creating Project

INGISTING MEDIA AND MAKING SELECTIONS

- Importing media
- Organizing assets into bins
- Relinking offline media
- Playing and marking shots in preparation for editing
- Make Subclip from shots
- Performing Selections
- Essential Keyboard Shortcuts

MAKING ROUGH CUT

- Create sequence
- Setting up a sequence
- Sync Sound Workflow
- Add Media to Sequence
- Performing insert edits
- Removing material and performing basic trims
- Overwriting B-roll and performing three-point edits
- Performing fit-to-fill editing
- Performing J cut and L cut
- Timeline navigation and clip selection techniques
- Working with stills in a video environment
- Image sequence and time lapse
- Moving clips and swapping shots

ENHANCING EDIT AND MASTERING TIMELINE

- Trimming shot length using the Ripple Edit tool
- Editing montage with top and tail editing
- Adjusting using the Rolling Edit tool
- Changing clip content and position - Slipping and sliding edits
- Trimming tips and shortcuts
- Creating Markers
- Using markers for organization
- Editing montage using markers Manually
- Editing montage using markers(Automate To Sequence)
- Understanding track monitoring and locking
- Syncing your video to high-quality audio
- professional-trimming
- Mastering the Timeline
- Match frame

- Increasing performance
- Customize preferences and render files
- Understanding rendering options in Premiere Pro
- Replace footage

FINISHING TIMELINE EDITS

- Adding Transitions
- Dealing With Titles
- Creating a basic lower third title
- Creating rolling and crawling titles
- compositing-and-masks
- Mastering Blending Mode
- Adding, modifying, and saving video effects
- Working with basic motion effects
- Keyframing effects over time
- Adding effects to master clips
- Applying effects to adjustment layers and nests
- Masking and tracking effects
- Speed Changes
- Using the Clip Speed-Duration for precise speed changes
- Using the RateStretch tool to change clip speed
- Making variable speed changes with the Time Remapping
- Working with freeze frames
- Blur Effect
- Mosaic Effect
- Flip and Crop Effects
- Track matte effect
- Write on effect
- Chroma Keying
- Stabilize
- Other effects
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EDITING A MULTICAM SCENE

- Multi Camera Video Editing
- Syncing your multicam group clips
- Performing a multicam edit
- Refining the multicam edit

PERFORMING COLOR CORRECTIONS

- Adjustment-layers-and-nesting
- introduction to color correction
- Advanced Color Grading
- Color correction workflow using the Lumetri color toolset
- Performing secondary color correction-HSL secondaries
- Creating looks with Lumetri presets

- LUTs and Look Files

DEALING WITH AUDIO

- Mixing Audio Clips and Tracks
- Understanding audio channel configuration
- Keyframing audio
- Fixing out-of-sync audio
- Adding and adjusting audio effects
- Sending your sequence to Audition for audio cleanup

OUTPUT AND EXPORT

- Preparing for a legal video
- Outputs and Media Encoder
- Exporting your project
- Batch exporting with Media Encoder
- Understanding Compression
- transcoding-workflows

Other

- Customizing the keyboard
- Creating buttons
- Increasing performance

Final Cut Pro 7

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- Overwriting B-roll and performing three-point edits
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ENHANCING EDIT AND MASTERING TIMELINE

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- Changing clip content and position - Slipping and sliding edits
- Trimming tips and shortcuts
- Creating Markers
- Using markers for organization
- Editing montage using markers Manually
- Syncing your video to high-quality audio
- professional-trimming
- Mastering the Timeline
- Extend Edits
- Match frame
- Increasing performance

- Customize preferences and render files
- Understanding rendering options in Final Cut Pro 7
- Replace footage

FINISHING TIMELINE EDITS

- Dealing with generators menu
- Adding Transitions
- FCP7 Alpha transition
- Dealing With Titles
- Creating a basic lower third title
- Creating scrolling and crawling titles
- Boris 3d text
- Blending Mode
- Adding, modifying, and saving video effects
- Working with basic motion effects
- Keyframing effects over time
- Adding effects to master clips
- Applying effects to and nests
- Speed Changes
- Using the Clip Speed-Duration for precise speed changes
- Using the speed tool to change clip speed
- Making variable speed changes with the speed effect
- Working with freeze frames
- Blur Effect
- Flip and Crop Effects
- Chroma Keying
- Smoothcam effect
- Other effects
-

EDITING A MULTICAM SCENE

- Multi Camera Video Editing
- Syncing your multicam group clips
- Performing a multicam edit
- Refining the multicam edit

PERFORMING COLOR CORRECTIONS

- Nested Items
- introduction to color correction
- Advanced Color Grading

DEALING WITH AUDIO

- Mixing Audio Clips and Tracks
- Understanding audio channel configuration
- Keyframing audio
- Fixing out-of-sync audio
- Adding and adjusting audio effects

OUTPUT AND EXPORT

- Preparing for a legal video
- Outputs and Compressor
- Create a QuickTime Movie
- Export a Movie in a Specific File Format
- Understanding Compression
- transcoding-workflows

Other

- Customizing the keyboard
- Creating buttons
- Increasing performance

Final cut pro x

General

- Understanding file structure in FCP X
- Taking a tour of the FCP X interface

Creating Libraries ingisting and organizing media

- Setting up libraries and importing your assets
- Basic library and event management
- Organizing footage with keywords and ratings
- Performing searches and creating Smart Collections
- Displaying library and event data

Screening media and start edit

- Playing, navigating, and marking footage
- Creating a new project
- Making the first edits - Using Insert and Append edits
- Changing shots - Using Overwrite and Replace edits
- Connecting clips to the primary storyline
- Moving clips - Swapping, splitting, and nudging shots
- Performing video-only and audio-only edits
- Going deeper into timeline navigation
- Trimming clips - Using the Ripple tool to extend edits
- Manipulating transitions and creating split edits - Using the Roll tool
- Changing shot content and position - Performing Slip and Slide edits
- Using the Precision Editor for fine trimming control
- Understanding the features and limitations of connected clips
- Working with secondary storylines
- Collapse and expand audio
- Create J cut and L cut
- Detach audio
- Adjusting audio levels and channel configuration
- Keyframing audio
- Repairing audio problems automatically
- Adjusting audio EQ
- Syncing your video to high quality audio
- Nesting and breaking apart clips
- Montage editing with Top and Tail edits
- Auditioning clips to try multiple editing options

- Working with markers
- Customizing the keyboard and workspace
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MULTICAMERA EDIT

- Syncing your multicam group clips
- Performing a multicam edit
- Refining the multicam edit
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Titles , Generators , transitions and Effects

- Working with basic motion effects - Transform, Crop, and Distort
- Working with still photos and graphics
- Dealing With Image sequence and time lapse
- Understanding the relation between Apple Motion and generators& titles
- Adding and adjusting transition effects
- Adding and adjusting video effects
- Adding and adjusting audio effects
- Keyframing video and audio effects over time
- Copying and pasting effect properties
- Creating titles
- Working with generator effects
- Using speed effects to retime clips
- Understanding rendering options and preferences

Chroma Keing and Color Correction

- Chroma Keing
- Analyzing footage for problems
- Following a proper color correction workflow
- Applying multiple color corrections to clips
- Using color correction templates
- Using automatic color correction tools
- Working with color masks and shape masks
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Managing Liberaries and Outputting Project

- Managing libraries, events, and clips
- Managing your projects
- Managing transcoded and render files
- Exporting a hi-res QuickTime movie with chapter
- Exporting projects for the web, Apple devices
- Exporting a still image
- Exporting stems out of the timeline using roles
- introduction to Compressor

DaVinci Resolve

Introduction to Resolve

- Getting Started
- Switching Among Pages
- The Media Page
- The Edit Page
- The Color Page
- The Deliver Page
- User Interface Conventions in Resolve

Project Settings and Preferences

- Opening and Editing Project Settings
- Presets
- Master Project Settings
- DaVinci Resolve Preferences
- Improving Performance, Proxies, and the Render Cache
- for Improving Performance
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Using the Media Page

- Understanding the Media Page User Interface
- Media Pool
- Metadata Editor
- Audio Panel
- Customizing the Media Page

Adding and Organizing Media

- Copying Media Using the Clone Tool
- Adding Media to the Media Pool
- Removing Media From the Media Pool
- Adding and Removing External Matte
- Organizing the Media Pool
- Creating and Using Smart Bins
- Finding Clips in the Media Pool

Working With Media

- Renaming Clips Using Display Names
- Editing Clip Metadata
- Syncing Audio
- Changing Clip Attributes Relinking Media
- Locating Media Files in the Media Storage Browser and Finder
- Update Timecode from Audio - LTC Creating Subclips

- Creating and Using Proxy Media
- Organizing Stereo Media Camera Raw Decoding

Using Scene Detection

- Using Scene Detection
- The Scene Detect Window Interface

Using the Edit Page

- The Edit Page User Interface
- The Interface Toolbar
- The Media Pool
- More About Timelines Effects Library Browsing
- Edit Index
- Source and Timeline Viewers Inspector
- Timeline
- Toolbar
- Navigating the Edit Page Using the Keyboard
- Customizing the Edit page
- Undo and Redo in the Edit Page

Editing Fundamentals

- Creating and Duplicating Timelines
- Selecting Clips in the Media Pool to Edit
- In and Out Points
- Working With the Timeline
- Assembling Clips in the Timeline Source/Record Editing
- Three-Point Editing Different Types of Edits Subclips

Working in the Timeline

- Match Frame Operations
- Selecting Clips in the Timeline
- Deleting Clips From the Timeline
- Selecting Edits in the Timeline
- Linking and Syncing Audio and Video
- Locking Tracks
- Moving, Resizing, and Rolling Clips in Selection Mode
- Swap Edits and Swap Inserts
- Splitting and Joining Clips
- Duplicating Clips and Transitions in the Timeline
- Flagging and Marking Clips for Reference
- Enabling and Disabling Clips and Tracks
- Finding Clips, Media, Markers, and Gaps
- Compound Clips
- Nested Timelines

Trimming

- Using Trim Mode and the Trim Tool
- Summarizing Trim Operations
- Trim Tool Operations With the Keyboard
- Ripple Editing Rules
- Trimming Multiple Edits or Clips at Once
- Extend Edits

Using Transitions

- Working With Transitions
- Adding and Editing Transitions
- Transition Properties in the Inspector
- DaVinci Resolve Transitions
- About OpenFX Transitions

Using the ColorPage

- The Color Page Interface
- Viewing Broadcast Safe Exceptions
- Comparing Clips in the Viewer Using Video Scopes
- Navigating Using the Color Page Timeline
- Sorting and Filtering Clips in the Timeline Using the Lightbox

Color Page Basics

- Camera Raw
- Color Match Palette
- Color Wheels Palette
- RGB Mixer Palette
- Automated Grading Commands

Curves

- Introduction to Using Curves
- Custom Curves
- The HSL Curves

Secondary Grading Controls

- Secondary Qualifiers
- Basic Qualification
- Using the 3D Keyer Basic Qualification
- Chroma Keying Using Qualifier and alpha output

- Using the HSL Keyer
- HSL Qualifier Presets
- Using Highlight to See What You're Isolating
- Qualifier Parameters Matte Finesse Controls
- The Many Ways to Invert a Key
- Combining Qualifiers and Windows
- Manipulating Keys Using Additional Nodes
- Power Windows
- The Window Palette Interface
- Drawing a Power Curve
- Combining Power Windows With the Mask Control
- Copying and Pasting Windows
- Saving Window Presets
- Using Windows and Qualifiers Together
- Motion Tracker Palette Controls
- Tracking Windows
- Object Tracking Workflows
- Rotoscoping Window Shapes After Tracking

The Gallery and Grade Management

- Using the Gallery The Gallery Window
- Importing and Exporting Stills
- Using and Organizing Memories
- Using Versions to Manage Grades
- Copying Grades
- Copying Individual Nodes and Settings
- Appending A Node to Multiple Clips
- Exporting Grades and LUTs
- Color Page Effects

Working in the Node Editor

- Node Editor Basics
- Copying Nodes and Node Settings
- Serial, Parallel, and Layer Node Tree Structures
- Applying a LUT Within a Node
- Using Compound Nodes
- Clip vs. Timeline Grading
- Manipulating and Combining Keys
- Using External Mattes Using the Key Mixer Using the Key Palette
- Isolating and Splitting Color Channels Compositing Using the Alpha Output

Keyframing in the Color Page

- Introduction to Keyframing
- The Keyframe Editor Interface All/Color/Sizing
- Adding Keyframes

- Automatic Keyframing
- Modifying Keyframes
- Copying Keyframes

Using the Deliver Page

- The Deliver Page
- The Interface Toolbar
- The Render Settings
- The Deliver Page Timeline
- The Render Queue
- Exporting Timelines to Other Applications

Introduction Adobe Audition

- Touring The interface
- Importing files
- Audio mix (multi Track file)
- Linking Audition To Premiere
- Selection Methods
- Copy , delete , cut and save selections
- Removing audio with spot healing tool
- Normalizing audio
- Fade in and fade out audio
- Applying markers
- Effects panel
- Removing noise and hissing
- Removing a sound model
- Change pitch
- Amplifying audio
- Change speed
- Generating audio
- Other effects
- Recording audio
- Outputting files

Introduction To After Effects

- Dealing with interface
- Creating project
- Importing media
- Importing illustrator file
- Creating a composition
- Basic animation
- Types of masks
- Rotoscoping
- Creating shape layer
- Creating type layer
- Typing on a path
- Creating a solid layer
- Parental controls
- 3d layer
- Null layer
- Round tripping between premiere and after
- Chroma keying
- Coloring
- Animating graphics with sound
- Other effects
- Exporting Project