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Soggetti	Digital video - Editing - Data processing Electronic books.
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Note generali	Includes index. "Edit with style and ease using the latest editing technologies in Final Cut Pro X!"
Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Importing Your Media; Introduction; Importing from a tapeless video camera; Importing MTS, M2TS, and M2T files; Importing DSLR video; Importing music from iTunes and Garage Band; Importing still images; Importing data from a tape-based camera; Importing and working with layered Photoshop files; Importing iMovie projects; Importing Final Cut Pro 7 projects; Working with your already organized media; Relinking media files; Chapter 2: Customizing Your Workflow; Introduction Getting acquainted with the Final Cut Pro X interfaceCustomizing the keyboard; Adding keywords to your clips; Marking clips as favorites and rejected; Creating a Smart Collection; Working with a second computer monitor; Working with a broadcast safe monitor; Customizing the Event Library and Event Browser; Batch changing clip names and other metadata; Editing efficiently with optimized and proxy clips; Chapter 3: Basic Editing Mechanics; Introduction; Appending, inserting, and overwriting clips to a storyline; Working with (and without) the Magnetic Timeline; Creating connected clips Replacing a clip Splicing clips with the Blade tool; Using the Trim tool, part 1 - trimming and rippling; Using the Trim tool, part 2 - rolling; Using the Trim tool, part 3 - slipping and sliding; Creating and working

with gap clips; Chapter 4: Enhancing Your Editing; Introduction; Making a three-point edit; Creating additional storylines; Trimming audio and video separately with a split edit (also known as making a J or L cut); Grouping clips together as a compound clip; Adding markers and to do items; Auditioning multiple shots or takes; Editing in beat to the music Using the Precision Editor Multicam part 1 - getting your media synced and prepped; Multicam part 2 - making the live cut; Multicam part 3 - fine-tuning your multicam edit; Chapter 5: Sweetening and Fixing Your Sound; Introduction; Reading and understanding the audio meters; Lowering your music during speakers; Lowering a loud, unexpected background sound with manual keyframes; Replacing bad audio with a cleaner recording; Sound effects, part 1 - browsing, connecting and panning; Sound effects, part 2 - animating with keyframes; Sound effects, part 3 - working in a surround sound space
Removing unwanted audio channels Unlinking audio from video; Using FCPX's auto audio enhancements; Recording a voice over; Chapter 6: Practical Magic a.k.a Useful Effects; Introduction; Adding an effect and changing its parameters; Animating parameters of an effect over time with keyframes; Adding a watermark or logo to your video; Downloading and installing more effects; Blurring out a face or logo; Disguising a voice; Copying and pasting effects onto multiple clips; Going green (screen) part 1 - the basics; Going green (screen) part 2 - improving your key
Going green (screen) addendum - using the mask effect to cut out unwanted parts of an image

Sommario/riassunto

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