

Media Composer Fundamentals II

Course Summary

Description

This course is for video editors who understand the basics of the editing tools in Media Composer and are ready to move ahead and learn the fundamentals of creating effects within Avid Media Composer. Along with its counterpart, Media Composer Fundamentals I, this course provides the foundation for Media Composer User Certification.

You will be taken through the basic effects-building interface; then you'll learn fundamental audio adjustments and effects, multilayered video compositing, tracking, stabilization, various retiming methods, and basic color-grading techniques. This course is a crucial step in mastering Avid Media Composer.

Topics

- Fundamentals and Beyond
- Inputting Media
- Preparing Dailies
- Quick Editing Tools
- Cutting and Recutting a Scene
- Trimming Dialogue Scenes
- Mixing Sequence Audio
- Working with High-Resolution Images
- Creative Retiming Effects
- Tracking and Blurring Objects
- Introduction to Multilayer Effects
- Nesting Multiple Effects
- Creating ChromaKey Effects
- Animated Titles & Graphics
- Packaging and Export
- Managing Project Media

Audience

Those who can benefit from this Media Composer Fundamentals II course include:

- Producers
- Editors
- Assistant Editors
- Multimedia Producers

Prerequisites

Students should have a practical working knowledge of Mac OS X, and a background in editing, production, or post-production is strongly recommended.

Duration

Three days

Media Composer Fundamentals II

Course Outline

I. *Fundamentals and Beyond*

- A. Fundamental Concepts
- B. Learning the Basic Workflow
- C. Going Beyond HD
- D. Working in 4K
- E. Creating a New Project
- F. Setting up a Project

II. *Inputting Media*

- A. Ways to Input Video and Audio Clips
- B. Using the Source Browser
- C. Linking Clips to Your Project
- D. Importing Media Files
- E. Importing Sequential Image Files
- F. Copying and Converting Linked Media

III. *Preparing Dailies*

- A. Prepping for the Edit
- B. Adding Information to Dailies
- C. Sorting the Bin
- D. Filtering the Bin
- E. Creating Subclips
- F. Cloning Clips to Multiple Bins
- G. Opening a Bin from Another Project
- H. AutoSyncing Picture and Sound
- I. Grouping Clips

IV. *Quick Editing Tools*

- A. Editing from the Bin
- B. Creating a Stringout Sequence
- C. Storyboard Editing
- D. Cutting Down a Sequence with Top and Tail
- E. Using the Extend Function
- F. Using Markers
- G. Mapping Buttons and Menus

V. *Cutting and Recutting a Scene*

- A. Review of Basic Edit Tools
- B. Selecting Multiple Segments
- C. Alternate Ways to Use Sequences
- D. Finding Alternative Shots
- E. Essential Tools

VI. *Trimming Dialogue Scenes*

- A. Understanding Trim
- B. The "Radio Edit" Technique
- C. Exploring Trim Mode
- D. Trimming On the Fly
- E. Creating Split Edits

- F. Maintaining Sync
- G. Slipping and Sliding Segments

VII. *Mixing Sequence Audio*

- A. Mixing Audio Efficiently
- B. Setting Up for Audio Mixing
- C. Audio EQ Tool
- D. Keyframing Volume and Pan Changes

VIII. *Working with High-Resolution Images*

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

IX. *Creative Retiming Effects*

- A. Review of Freeze Frames and Motion Effects
- B. Creating Motion Effects to Fill a Duration
- C. Creating Timewarp Effects
- D. Timewarp Preset Effects
- E. Creating a Timewarp Effect
- F. Using the Anchor Frame

X. *Tracking and Blurring Objects*

- A. Blurring Unwanted Objects
- B. Creating a Blur Effect

XI. *Introduction to Multilayer Effects*

- A. Creating a Split-Screen Effect
- B. Using Advanced Keyframe Graphs
- C. Essential Tools

XII. *Nesting Multiple Effects*

- A. Nesting Effects
- B. Changing the Order of Nested Effects
- C. Editing Inside a Nest
- D. Measuring Performance
- E. Adjusting Playback Quality
- F. Rendering Effects
- G. Understanding ExpertRender

XIII. *Creating ChromaKey Effects*

- A. Different Keying Types
- B. Exploring the SpectraMatte
- C. Viewing the Matte Channel
- D. Cropping Out Garbage
- E. Adjusting the SpectraMatte

XIV. Animated Titles & Graphics

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

XV. Packing and Export

- A. Understanding the Review Process
- B. Tools for Review
- C. Preparing for Output
- D. Packaging a Sequence
- E. Exporting a File
- F. Using the Send to Export Templates
- G. Exporting XDCAM Media

XVI. Managing Project

- A. Managing Your Media
- B. Deleting Media Files
- C. Understanding Consolidate and Transcode