

€ TRAINING

Media Composer Professional Editing





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Introduction:

This course provides in-depth workflow knowledge of using keyframe graphs, Paint Effects, Matte Keys, Chroma Key and Luma Key effects, and advanced effect design techniques. The course is divided between modules that present the techniques you need to effectively operate the Avid system along with explanatory material and exercises that provide hands-on practice. During the exercises, you create and combine effects to achieve real-world results.

Course Objectives:

At the end of this course the participants will be able to:

- Plan your editing process
- Input and manage media
- Use Multicam editing
- Use advanced editing and timeline management techniques
- Work with graphics and mattes
- Multilayer and composite graphics
- Perform basic color correction techniques
- Prepare your audio mix using tools like EQ, compressors, and expanders
- Deliver a high-quality finished file

Targeted Audience:

- Editors
- Assistant editors
- Multimedia producers

Course Outlines:

Unit 1: Effect Design and Techniques:

- Reviewing Effect Techniques, Exploring the Effect Editor, Building Multilayer Effects, Preparing Your System to Work with Effects, Saving and Using Templates, Collapsing Tracks in the Timeline, Creating a Video Mixdown, Designing and Deconstructing Effects.

Unit 2: Animating with Keyframes:

- Understanding Keyframes, Advanced Keyframe Techniques: Exploring the Graphs, Adding Keyframes to Selected Parameters, Working with Animation Curves.

Unit 3: Using the 3D Warp Effect:

- Applying the 3D Warp Effect, Basic Concepts, Using the 3D Warp to Make a Mac Cover Flow Effect, Handling Transitions with the 3D Warp, A Quick Guide to the Remaining Features



Unit 4: Importing Graphics and Mattes:

- Importing Still Images, Importing Movie Files, Importing Animated Graphics and Logos with Alpha, Importing Photoshop Layers, Batch Import: Graphics Workflow, Batch Import: File Workflow

Unit 5: Paint Effects:

- Applying Intraframe Effects, Shape Creation, Object-Manipulation Tools, Object Parameters, Animating Shapes, Subsets of the Paint Effect

Unit 6: Keying:

- Keying with SpectraMatte, Matte Keys, Luma Keys, Using AniMatte

Unit 7: Tracking and Stabilizing:

- Tracking Workflow, Using the Tracking Tool, Performing a Track, Advanced Tracking Features, Viewing Tracking Data, Manually Adjusting Tracking Data, Setting a Reference Frame, Making Use of Tracking Data, Tracking Examples, Stabilizing

Unit 8: Refining the Composite:

- Exploring the Workflow for Convincing Composites, Advanced Nesting, Adding Finishing Touches, Saving Complex Effect Templates, Saving Title Templates, Understanding the Limitations of the 3D Warp Effect

Unit 9: Third-Party Plug-Ins:

- Third-Party Plug-Ins, Using Sapphire Plug-Ins, Familiarizing Yourself with Specific Effects, Applying Title and Graphic Effects, Applying Textures, Trying Other Effects, Exploring Transition Effects

Unit 10: Introducing Avid FX:

- The Avid FX Workflow, Understanding the Interface, Using Avid FX, Additional Windows, Using Filters, Using the Pixel Chooser, Applying Effects to the Media Composer Timeline, Help!

Unit 11: Avid FX: Working with Multiple Tracks in Avid FX:

- Working with Tracks, Using the Spline and Paint Tools, Creating Masks, Keying, Adding Transitions

Unit 12: Avid FX: Titles and 3D:

- Exploring Title Tools, Creating a Text Page in Avid FX, Creating a Vector Text Track in Avid FX, Creating 3D Titles, Using the Title-Matte Effect, Creating 3D Shapes, Working in 3D Space, Exploring Particles