AVID Media Composer Editing Essentials Training

Duration: **2 Day**

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Overview

In this course, you will be introduced Avid Media Composer, the non-linear video editing application used in most movie and television productions. Along with its counterpart, *MC 110 - Media Composer Effects Essentials*, this course provides the foundation for Avid Media Composer User Certification.

The *MC 101/110 - Comprehensive Study of Editing and Effects with Avid Media Composer* combined class saves you over 20% when compared to booking the classes separately.

This course leads you through the interface and basic editing techniques before moving on to trimming, fine-tuning the edit, adjusting audio, handling multi-camera editing, adding transitions, adding titles, and outputting your finished project. The training is hands-on and features project-based lessons in which you work on real-world projects ranging from extreme sports to dazzling documentary footage. This course is the first step in mastering Avid Media Composer.

For Connected Classroom attendees:
Connected events will be held at a local training center with state-of-the-art video conferencing equipment allowing the course to be broadcast to multiple locations. Students will have the same classroom experience and interact live with the connected classroom instructor. The instructor will be on a large, HD quality screen with interactive video and audio to listen and communicate with students. A second large HD quality screen will display the instructor's live presentation.

Who Should Attend?

- Producers
- Editors
- Assistant editors
- Multimedia producers

Outline

1. Starting a Project

- Launching Media Composer Understanding the Select Project Window Learning the Interface
  - The Media Composer Interface
  - Rearranging Windows
- Editing Basic Workflow Creating a New Project
  - Set the Save Location
  - Create the Project
  - Open the Project
- Setting Up Your Project
  - Working with Bins
  - Identifying Objects in Your Bins

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    - Changing Bin Layouts'
- Ingesting Your Media Preparing to Edit
    - Watching the Footage
    - Organizing Clips in Bins
    - Marking Clips
- Saving Your Work
    - Auto-Save
    - Manual Saves

2. Basic Editing

- Building Your Sequence
    - Creating a New Sequence
    - Adding Tracks
    - Making Your First Edit
    - Choosing the Source
- Understanding the Smart Tool Splicing Video Clips
    - Understanding the Four-Fame Display
    - Snapping to Edit Points
- Adding Narration with Overwrite Adjusting Sequence Audio
    - Setting Up for Audio Work
    - Using Solo and Mute
    - Changing the Volume of a Segment

3. Refining the Edit

- Deleting from the Timeline
    - Adding Cuts
    - Using Undo in the Creative Process
- Moving Timeline Segments
    - Rearranging Video Segments
    - Moving Audio Segments
    - Nudging Clips
    - Moving Segments Between Tracks
    - Selecting Multiple Segments
- Changing Shots in the Sequence
    - Replacing Existing Material
    - Creating Cutaways
- Changing the Length of Timeline Segments
    - A-Side Versus B-Side Trims
    - Dual-Roller Trim
    - Using Sync Locks
    - Quick View The Trim Mode Interface

4. Packaging and Output

- Adding Transitions
    - Creating Video Dissolves
    - Modifying Transitions
    - Creating Audio Crossfades
- Title Creation Tools
    - Opening the Avid Title Tool

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- Quick View: The Avid Title Tool
  - Creating a Basic Title
  - Editing the Title to the Sequence
  - Modifying a Title
- Exporting Your Video
  - Exporting a File
  - Changing the Export Options
  - The Export Settings Dialog Box
  - Export A Movie File for YouTube

5. Project Organization

- Adding Information to Media Assets
  - Working with Text View
  - Saving Bin Views
  - Adding a Custom Column to a Bin
  - Entering Data
- Organizing Clips in Bins
  - Sorting the Bin
  - Sitting the Bin
  - Copying Items to Other Bins
  - Creating an Assembly Sequence
  - Opening a Bin from Another Project
- Prepping for the Edit
  - AutoSyncing Picture and Sound
  - Creating Group Clips
  - Creating Subclips
- Ending the Session

6. Building a Scene

- Working with Tracks
  - Adding Tracks
  - Manually Patching Tracks
  - Auto-Patching
  - Using the Track Control Panel
  - Displaying Audio Waveforms (Per Track)
  - Improving the Visibility of the Waveform
  - Toggling Source/Record in the Timeline
- Building Your Sequence
  - Using Splice-In
  - Maintaining Sync
  - Replacing Shots with Overwrite
  - Understanding Three-Point Editing
  - Removing Material from a Sequence
- Essential Tools
  - Using Find to Search for Clips
  - Fast Forward and Rewind
  - Navigating Using Timecode

7. Trimming Dialogue

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- Understanding Trim
  - Pacing
  - Eliminating Dialogue
- Mastering Trim Mode
  - Entering and Exiting Trim Mode
  - Trimming with the Keyboard
  - Adding and Removing Frames When Trimming
  - Moving Between Edit Points
  - Scrubbing Audio While Trimming
  - Trimming on the Fly
  - Useful Trim Features
- Creating Split Edits
  - Trimming Split Edits
  - Changing the Center of the Trim Loop
- Maintaining Sync
  - Using Filler to Maintain Sync
  - Recognizing and Repairing Broken Sync
  - Using Trim Mode to Correct Sync

8. Reworking a Scene

- Ways to Use Sequences
  - Scratching Sequences
  - Copying to Clipboard
  - Loading Sequences into the Source Monitor
- Creating Sub-Sequences Finding Alternative Shots
  - Match Frame
  - Find Bin
- Using Markers
  - Using the Markers Tool
  - Adding Markers on the Fly
  - Removing Markers
- Timeline Tools
  - Selecting and Moving Multiple Segments
  - Extracting Top and Tail
  - Using the Extend Function
- Slipping and Sliding Segments
  - Slip: Changing the Contents of a Shot
  - Slide Changing the Position of a Shot
  - Slipping a Shot
  - Sliding a Shot

9. Mixing Sequence Audio

- Mixing Audio Efficiently Setting Up for Audio Mixing
  - Using the Audio Mixer
  - Adjusting Level and Pan in the Audio Mixer
  - Setting Pan and Level for Multiple Segments
  - Changing the Clip Gain Level of Master Clips
  - Changing the Output Volume of the Sequence
- Adjusting Audio with Volume and Pan Keyframes
  - Preparing the Timeline

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    - Adding and Adjusting Keyframes in the Timeline
    - Adding and Adjusting Keyframes with the Audio Mixer
- Audio EQ Tool Understanding AudioSuite Plug-ins
    - BF Essential Clip Remover
    - De-Esser Dyn 3
    - D-Verb
    - Expander/Gate Dyn 3
    - Normalize
- Using AudioSuite Plug-Ins Applying AudioSuite to Master Clips

10. Approval and Output

- Understanding The Review Process Tools for Live Review Sessions
    - Using the Timecode Window
    - Using Full Screen Playback
- Preparing for Output
    - Understanding Delivery Specifications
    - Packaging a Sequence
    - Changing the Start Timecode
    - Adding Timecode Burn-In
    - Mixing Down Video
    - Miding Down Audio
- Performing an Output
    - Using the Send To Export Templates
    - Customizing a Send To Template
    - Exporting XDCAM Media
    - Disc-Based Delivery

11. Technical Fundamentals

- Understanding Compression, Codecs, and Wrappers
    - A Compression Story
    - Compressing Media
    - Video Format and Your Project
- Understanding Metadata
    - The Magic of Metadata
    - Metadata Versus Media Files
- Managing Your Media
    - Using the Media Tool
    - Understanding Consolidate and Transcode
- Fixing Technical Problems
    - Troubleshooting Missing Media Files
    - Recovering Lost Work