



Introducing:

The Apple Pro Training Series

The best way to learn Apple's professional digital video and audio software!

First Look:



Final Cut Express

(Available in April)



Logic 6

(Available in May)



Final Cut Pro 4

(Available in June)



Shake 3

(Available in June)



Advanced Finishing Techniques in Final Cut Pro 4

(Available in June)



DVD Studio Pro 2

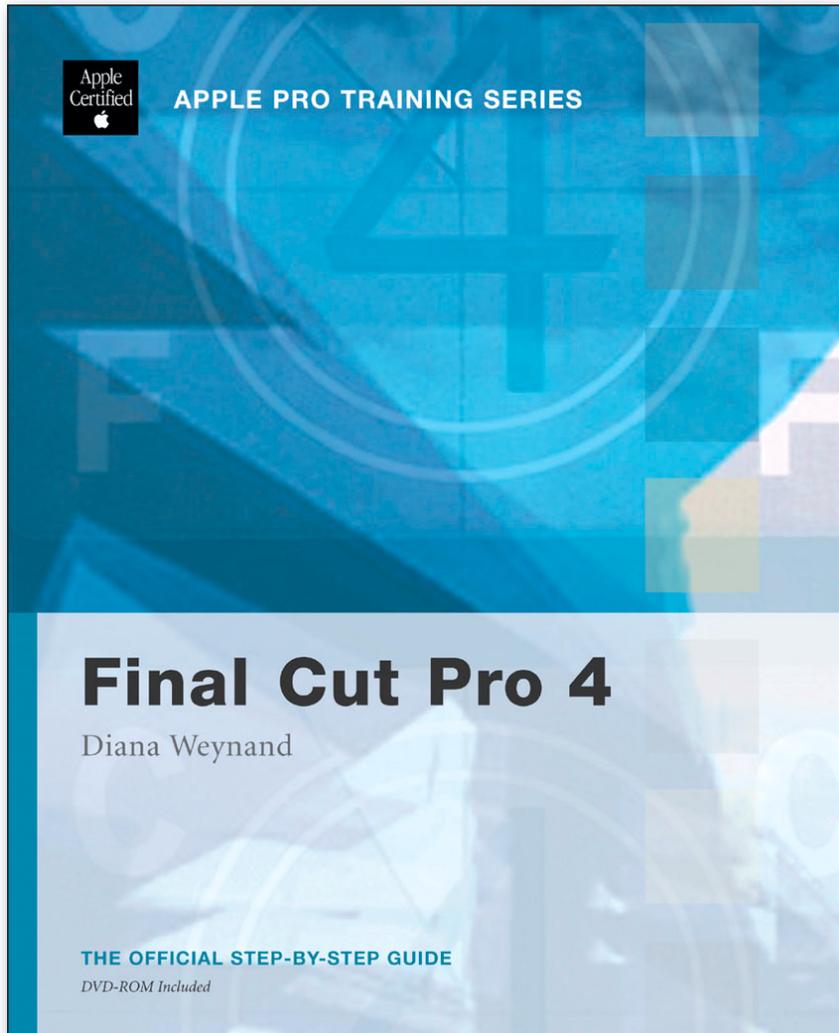
(Available TBD)

Coming Soon:

Advanced Logic

Final Cut Pro for Avid Editors

ColorSync-based Color Management



Now there's a new way to learn Apple's popular video-editing, audio, and film-compositing tools: a comprehensive course that's both a self-paced learning tool and the approved curriculum for all Apple-certified trainers.

DVD Included!

Each **Apple Pro Training Series** title comes with a companion DVD that includes all of the lesson files used in the book. The Shake and Logic books also include free trial versions of the software.



The Apple Pro Training Series is published by Peachpit Press.

In every book!

3

All project files are on the included DVD.

Lesson time estimates help you plan *your* time.

Go through the chapter from start to finish or skip to just the sections that interest you.

Project Files

Time

Goals

Lesson 3 folder

This lesson takes approximately 60 minutes to complete.

Launch Final Cut Pro

Open a project

Work with the interface

Work with menus, keyboard shortcuts, and the mouse

Work with projects in the browser

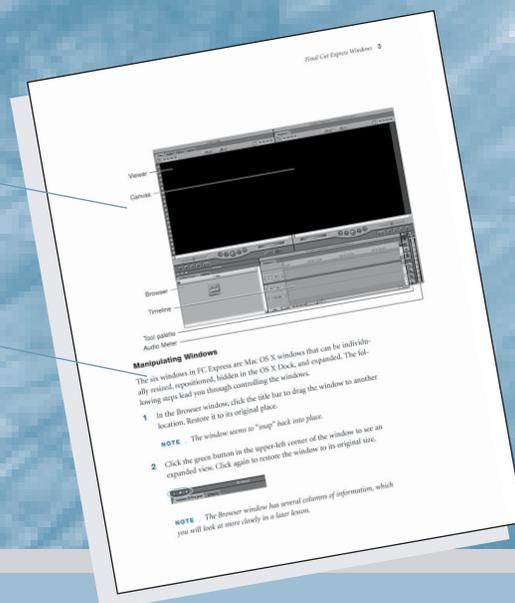
Create a new bin

Organize a project

Quit and hide Final Cut Pro

Ample illustrations help you master techniques fast.

Books use real-world projects that you work through, step by step.



Self-Paced, Step-by-Step

The Apple-Certified Way to Learn

Each **Apple Pro Training Series** book takes you step-by-step through real-world digital video or audio projects from the included DVD. You can choose to follow the lessons from start to finish, or dive into just the lessons that interest you most. Review exercises are included at the end of each lesson to help you remember everything you've learned.

Published by Peachpit Press, the **Apple Pro Training Series** is launching with six exciting titles:

Final Cut Express

In the only Apple-certified guide to the app that brings professional-level editing to the masses, master trainer **Diana Weynand** delivers the project-based instruction you need to begin making movie magic. The accompanying DVD includes all the project and media files for the book's lessons.

Logic 6

Need to digitize your musical composition? Create a cost-effective 5.1 surround soundtrack? This course-in-a-book—written by veteran audio producers **Martin Sitter** and **Robert Brock**—provides all the instruction you need to start creating quality audio with Logic, Apple's high-end audio software. The companion DVD includes all the project and media files used in the book, plus a trial version of Logic!

Order today and SAVE up to 30%! See back for details.

Excerpt

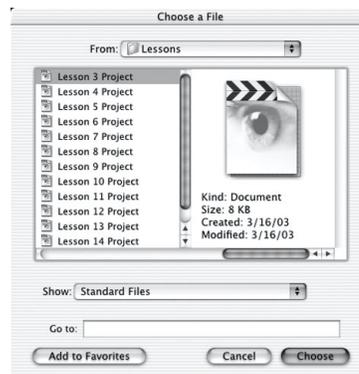
Lesson 3

Working with a Project

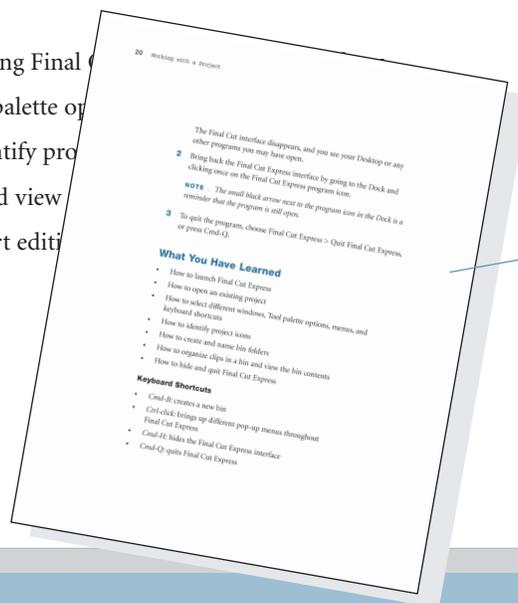
Focused lessons concentrate on practical tasks.

Expert authors use an accessible, no-nonsense writing style that puts a personal instructor at your shoulder.

IN this lesson, you will open the Final Cut Pro program, identify and work with the elements of your editing project, organize those elements, and begin working within the Final Cut Pro editing interface.



You'll learn how to open an existing Final Cut Pro project, how to select different windows, tool palette or shortcuts. You'll also learn to identify project folders, organize clips in a bin and view the chapter, you'll be ready to start editing.



Review exercises and keyboard shortcuts help summarize what you've learned.

Final Cut Pro 4

In this complete course, author **Diana Weynand** starts with basic video editing and takes you all the way through Final Cut Pro's powerful advanced features.

Advanced Finishing Techniques in Final Cut Pro 4

Noted documentary producer **Ramy Katrib** and his post-production and training company, **DigitalFilm Tree**, provide project-based instruction in the advanced tasks real filmmakers are most

interested in: using Mattes and filter effects, creating different "film looks," achieving complex transitions, working with video scopes, adjusting contrast and color, and more.

Shake 3

Hollywood effects wizard **Marco Paolini** provides the first comprehensive instruction in Shake, Apple's popular, high-end compositing and visual effects tool. By the time you work through this complete course-and-DVD (which includes a trial

version of the software), you'll be one of the most in-demand entities in Hollywood: a trained Shake artist.

DVD Studio Pro 2

Covering everything from storyboarding and encoding audio to building, formatting, and burning the DVD, recording master **Adrian Ramseier** offers everything you need to get up and running with DVD Studio Pro authoring software. The companion DVD includes all of the project files used in the book.

Editing with Markers

Now that you have markers set in clips and in the sequence, you can begin to align some of the clip's action points with a beat of music. Since the clips are already in the sequence, you will use the Slip tool to make the adjustments.

Project Startup Steps

- 1 In the Timeline, drag the playhead over the sequence markers and see how it snaps to each marker in the ruler area.



- 2 Select the Slip tool from the Tool palette, or press S.
- 3 Drag the high 5 clip left and right.

The clip marker moves with the clip as it is adjusted.

- 4 Now click the Slip tool directly above the marker in the 5 clip clip and drag it over the last sequence marker in the ruler area.

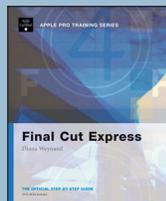
The clip marker snaps to the sequence marker.



Apple Pro Training Series: Final Cut Express

Whether you're a student who's serious about digital video editing or a professional editor who needs a comprehensive editing system for your home computer, you'll find everything you need to begin using Apple's Final Cut Express software within the pages of this book.

Written by master trainer **Diana Weynand**, this comprehensive course is both a self-paced learning tool and the approved



curriculum for all Apple-certified trainers. Using real projects, reviews at the end of each chapter, and exercises to reinforce the lessons, **Apple Pro Training Series: Final Cut Express** takes you through every aspect of editing with Final Cut Express. You'll learn how to work in the timeline and viewer, make and adjust edits, add audio, create transitions, and more.

Work through the entire book (creating all of the projects on the accompanying DVD), or pick just the lessons that interest you most. Either way, you'll find just what you need to begin editing your own movies from the comfort of your Mac—without spending a Hollywood fortune.

- 5 Play the clip to see the alignment of the two marker points.
- 6 Ctrl-click on one of the visible markers in the **back up again** clip. From the pop-up menu select belly down. The playhead goes to that marker.
- 7 With the Slip tool, click above the belly down marker and drag left. Snap it to the second sequence marker and play the clip.

Project

Markers can be placed in clips in the Viewer, selected clips in the Timeline, or the sequence in the Timeline. There are different ways you can move to a marker or delete it once it's been placed.

- 1 Move the playhead to the beginning of the sequence. In the main menu, choose Mark > Next > Marker, or press Shift-M. The playhead moves to the next sequence marker. Repeat this to move through the rest of the markers.
- 2 Choose Mark > Previous > Marker, or press Opt-M, to move backward through the sequence from marker to marker.
- 3 Move to the first sequence marker and name it "voices in". Name the other sequence markers for practice.

Key Features in Final Cut Express:

- Emmy Award-winning workflow design
- Optimized for the DV25 format: MiniDV and DVCAM (NTSC or PAL)
- Integrated compositing and effects
- High-quality DV YUV-based effects rendering, with real-time previews
- Imports layered Photoshop files and many other graphic files
- Real-time audio mixing and audio effects

About the Author:

Diana Weynand's training company, Weynand Training International, provides authorized training for Apple products as well as curriculum development for emerging entertainment-industry technologies. She has written numerous books, including *Final Cut Pro for Avid Editors* (Peachpit Press).

Playing Audio Instruments

In the olden days of software synthesizers (circa 2001!) virtual instruments sounded thin and were far less aurally impressive than their hardware brethren. How times have changed! Logic's soft-synths sound, well, *phat!* They all have huge, lush sounds, and when you need a floor-shaking bass stab or an ethereal pad to add depth to your arrangement, Logic's built-in instruments often provide the answer.

Project Startup Steps

- 1 In the Arrange window, click-hold the name of any track, and choose **Audio > Audio Instrument > AudioInst 1**.

Note: If AudioInst 1 is currently assigned to a different track, choose an unassigned audio instrument.



- 2 Double-click the track named AudioInst 1. The Environment window opens with the Audio Instrument 1 channel automatically selected.

Apple Pro Training Series: Logic 6

If you've ever dreamed of setting up your own recording studio, Apple's Logic high-end audio software is the perfect place to start, and this Apple-certified book gives you the training you need to begin creating master audio works.



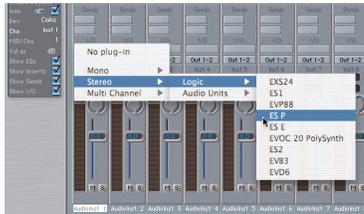
Multimedia artist and veteran audio producer **Martin Sitter**, along with veteran Logic instructor and keyboardist **Robert Brock**, use step-by-step, project-based instruction to demonstrate how you can employ Logic's software synthesizers,

sampler, and digital signal processors (compressors, reverbs, and so on) to polish your audio creations. You can work through the guide from cover to cover to get an entire course or you can go straight to the sections that interest you most. The book's companion DVD includes all of the lesson files used in the book and a free trial version of Logic!

Whether you're looking to digitize your musical compositions, create cost-effective 5.1 surround soundtracks, or transfer that song from your head onto CD, this comprehensive book/DVD combo will show you how.

- 3 On the Audio Instrument 1 channel, click-hold the I/O area's input box. A hierarchical menu appears.

Note: When you assign an audio instrument to a channel, the instrument becomes the channel's input.



- 4 Choose Stereo > Logic > ESP.

Note: Your instrument list might look different than the one pictured.

The ESP synth has now been assigned as the input for audio instrument 1.



- 5 On the Audio Instrument 1 channel, double-click the I/O area's input box (on the word ESP).

The ESP Synth opens on your screen.

- 6 Play your controller keyboard. That's the ES P you're hearing!

Key Features in Logic Platinum 6:

Designed to meet the needs of professional musicians and producers, Logic elegantly combines composition, notation, and audio production facilities in one product.

- Comprehensive, professional MIDI and audio editing
- Superb sound quality with precise 32-Bit signal processing, a surround sound digital mixer (up to 7.1), sample-accurate automation and over 50 high-quality audio effect plug-ins.
- New Arrange Channel Strip lets you perform on-the-spot changes to the mix while editing in the Arrange window.
- New Marquee tool allows region- and sequence-independent selection and editing: you can move, copy, delete, and mute at will.
- New Video Thumbnail track delivers smooth video synchronization, displaying a film as single frames aligned horizontally.

About the Authors:

Based in Vancouver, **Martin Sitter** is a multimedia artist, audio producer, and technical writer specializing in the next generation of track-based video and audio applications. Martin is also the author of *LiveStage Professional 3 for Macintosh & Windows: Visual QuickStart Guide* and *DVD Studio Pro 1.5 for Macintosh: Visual QuickPro Guide*.

In Phoenix, **Robert Brock** heads the digital recording department at the renowned Conservatory of Recording Arts & Sciences. As a keyboardist he has performed on and engineered many albums and videos that have appeared on various Billboard top ten charts. He has also composed and produced thematic music for professional sports teams. A veteran author, Robert has written various articles for major audio trade publications, such as *Pro Audio Review*.

Mapping the Keyboard

The Final Cut Pro keyboard can be mapped to reflect your personal layout preferences or customized for a particular workflow or background. Taking a moment to personalize the keyboard layout can save time during editing.

Project Startup Steps

- 1 Choose Tools > Keyboard Layouts > Customize to open the keyboard layout window.



The tabs across the top of the window allow you to select a single modifier key (Shift, Command, Control, or Option) or a combination of those keys to program keyboard shortcuts.

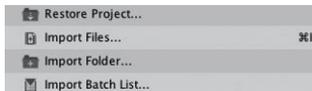
- 2 In the lower left of this window, click on the lock to allow changes to the current keyboard layout.



- 3 In the right of the Keyboard Layout window is a list of menus and commands organized by topics. Drag the blue vertical scroll bar up and down to see the list of command topics.

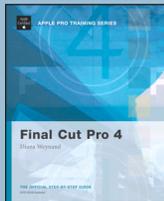
The first 9 topics contain all the commands in the Final Cut Pro menus.

- 4 Click the File Menu triangle to display the commands under that menu.
 If a command currently has a keyboard shortcut, it is listed to the right of the command. The Import Folder default does not have a keyboard shortcut.



Apple Pro Training Series: Final Cut Pro 4

If you're ready to get serious about editing video, you'll want Final Cut Pro, and this self-paced, Apple-authorized guide is the best place to start learning it. In **Apple Pro Training Series: Final Cut Pro**, master teacher **Diana Weynand** delivers a comprehensive course-in-a-book. Each chapter represents a complete lesson in some aspect of Final Cut Pro with a project for you to complete, a review section to test your knowledge, and bonus exercises to reinforce the lessons.



After getting acquainted with the software's interface, you'll dive into chapters on marking and editing, inserting and adjusting edits, and working with clips on the timeline, before moving on to advanced topics like creating transitions and motion effects, and filter and rendering options. All of Final Cut Pro's powerful new features are covered, including real-time color correction and effects, advanced titling techniques, and exciting new tools for working with film. The accompanying DVD includes all of the lesson files and materials needed to complete the book's projects.

- 5 To choose a similar keyboard shortcut to Import File (Cmd-I), click the Shift-Cmd modifier tab in the keyboard layout map.
- 6 Drag the Import Folder name or icon from the function/Command menu list onto the I key under the Shift-Cmd tab.

The new keyboard shortcut appears in the Import Folder command line of the function/Command menu area.

Project

- 1 Single-click in the search entry area at the top of the Command list to bring up an alphabetized list of commands.
- 2 Type the letter “s” to see a list of current command shortcuts that use that letter.
- 3 Type the word “select” to search for all the select commands in Final Cut Pro.



- 4 To return to the main function and command menu listing, click the X to the right of the search entry box.
- 5 Remove the new Import Folder icon from the Shift-Cmd-I key by dragging it back to the function/Command menu area and letting go.

Tip: If you know the keyboard shortcut you want to use for a specific Command, you can select the Command from the commands list and type the new shortcut.

FIRST LOOK! New Features in Final Cut Pro 4:

- Virtually unlimited number of streams and real-time effects with NTSC output
- Trimming and Timeline improvements: Dynamic trimming, asymmetric trimming, master clips, ganged playback controls, and more
- Ability to customize the keyboard, user interface buttons, browser, track layouts, and window arrangements
- An on-screen multi-track audio mixer, plus real-time AudioUnit effects and fader automation
- A new compression tool that lets you output once and batch process to multiple formats

About the Author:

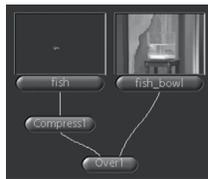
Diana Weynand's training company, Weynand Training International, provides authorized training for Apple products as well as curriculum development for emerging entertainment-industry technologies. She has written numerous books, including *Final Cut Pro for Avid Editors* (Peachpit Press).

Compositing

Digital compositing is the seamless integration of multiple elements—elements which may come from vastly different sources. A successful composite may rely on many techniques such as: keying/matting, color correction, rotoscoping, and painting. At the end of the day, it's not what you did, but how the effect looks and whether you can pull the wool over your client's eyes. Shake provides you with extensive tools to accomplish these seamless visual effects.

Process Trees

Shake is composed of a collection of image manipulation engines, such as compositing, color correction, and warping. Each engine can be driven by a series of different commands, called nodes or processes. These nodes are arranged into a tree-like structure called a Process Tree. Nodes can be added or inserted at any time, building up an effect in a non-linear fashion. It is very flexible and easy to change. Thanks to this flexibility, your clients can noodle endlessly with their shots.



Creating a Simple Tree

Loading and Attaching Nodes

Before creating a Process Tree, you need to load in some images.

- 1 Go to the Image tab and select the FileIn node.
- 2 Select the fish.1-50.rgb and fish_bowl.1-50.rgb sequences.

To start compositing, you need to attach a Layer node. By default, nodes are attached to the active node. Now this is important, so pay attention. The active node is the one highlighted in green.

Apple Pro Training Series: Shake 3

Designed for the most demanding creative professionals, Apple's Shake compositing system is a high-speed compositing software optimized for high-resolution visual effects. Built for quality, speed, and efficiency, Shake has quickly become the leading compositing choice for cutting-edge visual effects in feature films. Since its debut, Shake has been used in every film that won the Academy Award for Visual Effects: *Titanic*, *What Dreams May Come*, *The Matrix*, *Gladiator*, *Lord Of The Rings:*



The Fellowship of the Ring, and *Lord Of The Rings: The Two Towers*.

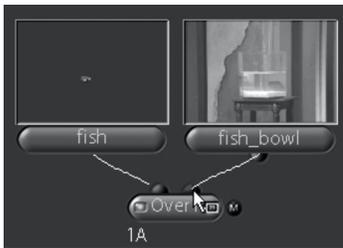
It's no wonder then that trained Shake artists are in high demand—and there's nowhere better to begin that training than with this comprehensive Apple-approved guide (which includes a free 30-day trial version of Shake on its companion DVD). Using step-by-step, project-based instruction, Hollywood effects wizard **Marco Paolini** takes you through Shake's interface and features, including its color correction tools, tracking and stabilization capabilities, integrated procedural paint and rotoscoping tools, and more.

- 3 Highlight the fish clip and click on the Over function from the Layer tab.



The Over node automatically attaches itself to the **fish** clip. Shake connects the output of the **fish** into the left input of the Over1 node. The Over function places one image over another according to the matte of the foreground image.

- 4 Attach the **fish_bowl** clip to the Over1 node. To do this, click on the output nub at the bottom of the **fish_bowl** node and drag to the right or background input of the Over1 node and release.



You should now see the fish and fish_bowl images composited as one.

Note: The majority of Layering operations that expect two input images normally want the foreground for the first or left input and the background as the second or right input.

FIRST LOOK: New features in Shake 3

- New Tracking Rotoshape feature lets you easily attach any motion information you've previously tracked to a new shape
- Multilayer Node allows you to stack multiple effects elements on a single node
- Filmgrain node lets you add grain to professionally match film elements
- Support for Adobe Photoshop images and layers.
- DPX file format support

As with the other titles in the **Apple Pro Training Series**, you can work through the book from cover to cover to get an entire course-in-a-book—complete with review exercises at the end of each chapter and project and lesson files on the accompanying DVD—or you can go straight to the lessons that interest you most. Either way, you'll find the instruction you need to confront even the most daunting compositing and effects tasks with Shake. This self-paced course is perfect for students or professionals who are serious about becoming visual-effects artists.

About the Author:

Visual effects pro and Hollywood veteran **Marco Paolini** is the president of Digital FilmWorks in Los Angeles. Over the course of his career, he has worked on a long list of major Hollywood films, which includes *Anna and the King*, *Men of Honor*, *Moulin Rouge*, and more. He has also received numerous Telly and Addy awards for his visual effects, commercials, music videos, and documentaries.

Working with Composite Modes

When you apply an effect like a composite mode or a motion effect, you may want to try the same effect on different source clips. There is an often overlooked feature of Paste Attributes that is perfect for this situation.

Project Startup Steps

- 1 Apply an effect to a clip in the timeline, like choosing a composite mode to blend this clip with another.
- 2 Find a new source clip in the Browser (or even the Timeline) and copy it. Use Command/C to copy.
- 3 Select the clip in the timeline with the effect and choose Paste Attributes. Go to Edit menu > Paste Attributes (Option/P).
- 4 In the dialog box that opens, you only need to mark one check box: Content.

At this point, the original clip in the timeline gets replaced with the new source clip. All of the properties of the original clip are now applied to this new source clip. The placement in the timeline, the duration, and all effects are retained from the original clip. The only difference in the timeline is that it's a different video clip behind the effect.

For something like blending two clips together with a composite mode, Paste Attributes with Content is a great way to test a lot of different clip combinations in a short amount of time.



Apple Pro Training Series: Advanced Finishing Techniques in Final Cut Pro 4

Final Cut Pro is a serious tool for serious editors. If you're already familiar with the software's interface, are well-versed in editing basics, and are interested in going deeper into the finer points of Final Cut Pro, this is the book for you.



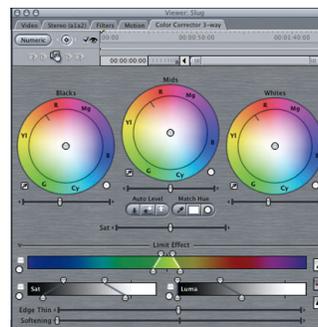
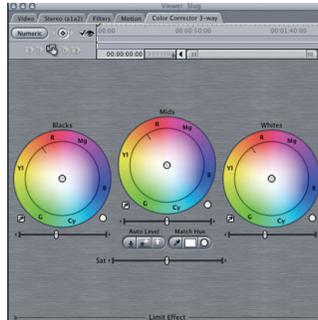
In [Apple Pro Training Series: Advanced Finishing Techniques in Final Cut Pro](#), noted documentary producer **Ramy Katrib** and his post-production and training company, **DigitalFilm Tree**, provide project-based instruction in all of the tasks real filmmakers are most interested in: using Mattes and filter effects, creating different “film looks,” achieving complex transitions, working with video scopes, adjusting contrast, balancing color and luminance, working with titling effects, and more.

Tip

To make subtle adjustments with the 3-Way Color Corrector filter (as well as any filter in Final Cut Pro that has sliders), use the arrows at either end of one of the sliders. Click on the arrow to nudge the slider in small increments in one direction or another, instead of dragging the slider itself.

Tip

It's best to plan for secondary color correction before you shoot. If you know you will want to apply an isolated-color look, start with a vibrant, well-defined color. The more unique the color is, the better the chance of selecting it (and not similar colors in the scene). Don't worry if the color isn't what you want to end up with. Use the Limit Effect controls to isolate the color, and apply whatever effect you wish (like black and white except for one color). Then modify the color with a second color correction filter.



FIRST LOOK! Advanced features in Final Cut Pro 4:

- Professional titling: Create dynamic animated titles quickly and easily. Includes Apple's revolutionary LiveFonts, animated objects, and textures
- High Dynamic Range (HDR) imaging technology lets you generate high-quality output by rendering effects with 32-bit (per pixel) floating point precision
- An intuitive music composition tool for video editors. Professionally score your program and create custom, royalty-free soundtracks of any length. Tempo changes, pitch shifts, and effects are all handled in real-time.
- Film editors have everything they need, including:
 - Fully uncompressed 8- and 10-bit 4:2:2 YUV SD and HD codecs for broadcast finishing
 - Native support for DVCPRO50, which allows editors to work in a 4:2:2 YUV color space in an edit suite or on a portable in the field
 - Support for change lists and ink numbers
 - For distribution and DVD authoring, a new high-quality MPEG2 encoder

Each chapter in this self-paced, Apple-authorized guide represents a self-contained lesson—with a project to complete, a review section, and bonus exercises to reinforce what you've learned. The end result is a comprehensive course-in-a-book designed to turn you into an advanced Final Cut editing pro. The accompanying DVD includes lesson files and all the materials you'll need to complete the book's projects.

About the Author:

Acclaimed documentary film producer **Ramy Katrib** and his post-production and training company, **DigitalFilm Tree**, began a revolution in the post-production industry by proving that innovative and affordable systems can produce professional results. Experts in the use of Final Cut Pro, **DigitalFilm Tree** includes members of the original Final Cut Pro development team.

Coming Soon!
Apple Pro
Training Series:
DVD Studio Pro

First Look: New features in DVD Studio Pro 2

DVD Studio Pro 2 provides groundbreaking ease of use with an approachable new user interface and a sleek new workflow for DVD authoring. Combine Final Cut Pro 4 with DVD Studio Pro 2 and you have a complete system for professional digital content creation and delivery.

APPROACHABLE INTERFACE

- Design great menus in seconds with professionally designed authoring content:
 - Use templates to instantly create a menu with backgrounds, buttons, text and drop zones
 - Create customized menus with included buttons, layouts, guides, text, and drop zone styles
 - Create your own templates and styles from scratch
- Adjust the application to suit your workflow with the customizable user interface

SMART, INTUITIVE WORKFLOW

- Design menus directly in DVD Studio Pro with the integrated menu editor
- Add interactivity in one step with context-sensitive drop palettes to:
 - Create a new track with audio and video and link it to a button all in one step
 - Build chapter indexes in one step
 - Drop a set of photos on a button to create a slideshow in one step
 - Drag a QuickTime movie to create a motion menu in one step
- Timeline-based track editor integrates video, audio, and subtitle streams

PROFESSIONAL FEATURESET

- Professional MPEG-2 encoding with 1-pass CBR, 1-pass VBR, and 2-pass VBR, 3 levels of motion estimation and automatic transcoding of any QuickTime file format
- Additional Professional features include scripting, integrated Subtitling, 8 video angles, 9 audio tracks, Dolby Digital (AC-3) encoding, DVD-9 support, 4:3 & 16:9 aspect ratios

Apple Pro Training Series: DVD Studio Pro 2

DVD Studio Pro is the easiest and fastest way to author professional, interactive DVDs and this self-paced book is the perfect way to learn this powerful DVD authoring software. The book uses detailed step-by-step instructions, illustrated with screenshots and reinforced with end-of-chapter review questions, to teach you how to create professional-looking DVDs from start to finish.

Topics covered in this Apple-certified course include storyboarding, bit-budgeting, encoding audio and video, creating still and motion menus, interactivity and navigation, chapter markers,



stories, Web links, slideshows, scripts, juggling multiple audio tracks and camera angles, and building, formatting, and burning the DVD. A high-quality companion DVD-ROM includes project files, graphics, and media used in the book so that you can start creating DVDs immediately.

About the Author:

All4DVD's award-winning team of education specialists is a highly-trained group of instructors with extensive knowledge in all aspects of DVD authoring and video editing. **All4DVD** combines the team's DVD production expertise with a DVD-ROM containing all of the project and media files used in the book to create a full-featured training course.

Order today and SAVE up to 30%! See back for details.



If you're already an Avid Media Composer user, here's help from someone who understands. Diana Weynand has been a producer, director, editor, and now the author of "Apple Pro Training Series: Final Cut Pro for Avid Editors", which teaches Final Cut Pro from an Avid user's point-of-view. You already know the craft of editing. What you want to know is, *How do I do that in Final Cut Pro?* With the help of these excerpts taken from Diana's upcoming book, you're about to find out!

Using Play Commands

You will find many similarities in how Avid and Final Cut Pro (FCP) play your clips and sequences. In fact, if you take a close look at the play buttons, you will see that they look very much alike.



Avid play buttons in the Source monitor.



FCP Viewer play buttons.



Avid Play Buttons



No button



FCP Play Buttons



No button

No button

No button

Function

Play

Previous/Next Edit

Play In to Out

Play around playhead position

Play Here to Out

Step

Ten frames

FCP Keyboard Shortcuts

SPACEBAR (starts and stops a clip or sequence)

UP and DOWN ARROW keys and the ; and ' keys next to the L key

SHIFT+\

\

SHIFT+P

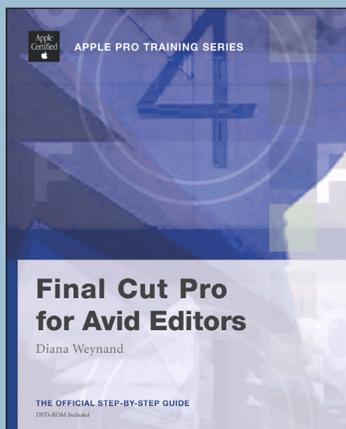
LEFT and RIGHT ARROW keys; K+J and K+L

SHIFT+LEFT or RIGHT ARROW key (moves one second); shuttle control moves desired number of frames

NOTE The HOME and END keys work the same as they do in Avid.



FCP also uses the J, K, and L keyboard shortcuts. The only difference is that in FCP, if you have pressed the J or L key multiple times to increase the speed, pressing the opposite key will reduce the speed in increments rather than reverse it. To use this shortcut as you would in Avid, press the K key first and then the opposite key. The direction will reverse.



About the Author:

Diana Weynand's training company, Weynand Training International, provides authorized training for Apple products as well as curriculum development for emerging entertainment-industry technologies. She has written numerous books, including *Final Cut Pro for Avid Editors* (Peachpit Press).

The Apple Pro End-User Certification Program

Become a Certified Apple Pro

The Apple Pro Training Program is designed to keep you at the forefront of Apple's digital media technology while giving you a competitive edge in today's ever-changing job market. Whether you are an editor, graphic designer, sound designer, web developer, special effects artist, or teacher, these training tools are meant to help you expand your skills.

Apple offers both instructor-led and self-paced training. The instructor-led training courses are taught at Apple Authorized Training Centers across North America, Europe, and Asia. Taught by Apple Certified Trainers, the courses balance concepts and lectures with hands-on labs and exercises. For those who prefer to learn at their own pace, Apple's self-paced training uses the Apple Pro Training Series courseware, published by Peachpit Press. These books take you step-by-step through real-world exercises and projects on the included DVD, so you learn by doing.

Upon completion of the course material, students can become an Apple Pro by taking the certification exam at an Apple Authorized Training Center. Certification is offered in Final Cut Pro, DVD Studio Pro, Shake, and Logic. Successful certification as an Apple Pro gives you official recognition of your knowledge of Apple's professional applications and allows you to market yourself to employers and clients as a skilled, Pro-level user of Apple's products.

Apple Authorized Training Centers for Pro products have been carefully selected and have met Apple's highest standards in all areas, including facilities, instructors, course delivery, and infrastructure. The goal of the program is to offer Apple customers, from beginners to the most seasoned professionals, the highest-quality training experience.

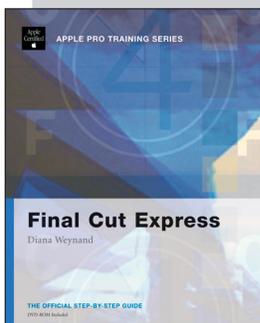
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