editing

Day - 1 Day - 2 **Setting Up a Project Importing Media Editing and Mixing Audio** Sweetening Sound Importing assets Setting up the interface to • Sweetening sound with Setting up a project work with audio audio effects Working with the Media Setting up a sequence Browser **Examining audio** Cleaning up noisy audio characteristics Importing images **Essential of Video Editing** Adjusting audio volume **Exploring Compositing** The media cache **Techniques** Creating a split edit Using the Source Monitor **Adding Transitions** What is an alpha channel? Navigating the Timeline Adjusting audio levels in a What are transitions? Working with the Opacity sequence Essential editing commands effect Edit points and handles **Color Correction and Grading** Working with alpha-Color-oriented workflow Adding video transitions **Putting Clips in Motion** channel transparencies Using A/B mode to fine-An overview of color-Adjusting the Motion effect Color keying a green screen tune a transition oriented effects shot Changing clip position, size, Special color effects Adding audio transitions and rotation Creating Titles Using other motion-related **Multicamera Editing** An overview of the Titler effects window The multicamera process **Creating titles** Creating a multicamera sequence Stylizing text Switching multiple Working with shapes and cameras logos Finalizing multicamera

Making text roll and crawl

What will you learn? Delegates will learn the following:	Advanced Audio
Delegates will learn the following: Color-oriented workflow	
Color Correction Advanced Effects Compositing Keying Advanced Audio Multicar Projects Adobe Media Encoder Encore Integration with Photoshop and After Effects Dynamic Link • Advanced Editing Tools An overview of color-oriented effects Special color Special color Advanced Editing Tools Adding Markers Cutting in Beat to Music	 Creating Submits Track and Clip Mixer Multicar Editing Syncing your Footage Editing a Multi-Camera Source Sequence Titles Creating Scrolling Credits Saving and Saving Templates