

Training Course: 2 day Apple Color

This two-day hands-on course will familiarize students with the color correcting capabilities of Final Cut Studio. Start with the basics of color balancing and correction, and move on to the fine points of secondary grading, including scene matching, using vignettes to isolate and track regions, creating advanced color effects and "looks," skin tone adjustments, adjusting the composition and framing of a shot, and much more.

What You Will Learn

Navigating the Color Rooms, Understanding Waveform and Vectorscopes

Using Trackers, Color Correcting Contrast and for Brightness

Color Correcting Working with Vignettes

Day 1

Controlling Contrast

Understanding Contrast, Controlling Contrast with the Color Corrector 3-Way Filter, Setting the Mood with the Mids and Creating Artificially High Contrast

Controlling Color

Understanding Color Balance, Using Primary Color Correction, Understanding the Color Balance Controls, Identifying and Correcting Color Casts, and Manipulating Color Directly in the Blacks, Mids and Whites

Color Correcting for Scene Continuity

Achieving Visual Harmony, Comparing Two Clips, Setting Up for Scene-by-Scene Color Correction, Color Correcting a Complete Scene and Project Tasks

Working with the Color Interface

Setting Up a Project, Understanding the Eight Rooms, Color's Task-Based Workflow, Exploring the Setup Room, Applying Basic Grades, Viewing Your Images, Performing Secondary Grades, Employing Color FX, Applying Final Touches, Panning and Scanning, Utilizing Still Stores, Correcting the Sequence and The Render Queue Room

Basic Grading

Exploring the Primary Room, Using the Auto Balance Control, Grading with the Color Balance Controls, Grading with Curves and Understanding Additional Controls

Basic Secondary Grading

Three Types of Secondaries, Performing Key-Based Secondaries, Keying with HSL Qualifiers, Performing Vignette-Based Secondaries, Creating a Look and Secondary Curves

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Day 2

Advanced Secondary Grading

Using Multiple Secondaries, Combining a Key and a Vignette, Using Multiple Keys, Creating Custom Mask Shapes, Combining Vignettes and Incorporating Curve Effects

Color Effects

Overview of the Color FX Room, Applying Nodes, Building Color Effects, Controlling Node Order, Monitoring Inactive Nodes, Adding Nodes to Existing Trees, Saving and Reapplying Effects as Presents and Working with Preset Color Effects

Grade Management

Managing Grades on a Single Shot, Switching Between Grades, Adding and Deleting Grades, Duplicating a Grade, Setting the Beauty Grade, Saving Corrections and Grades, Deleting Saved Corrections, Organizing Corrections, Saving Secondary Corrections, Saving Grades, Moving Grades from Clip to Clip, Dragging Individual Corrections, Grouping Shots, Applying Grades to Groups and Working with Multiple Grades

Keyframing Effects

Animating Effects in Color, Manipulating Keyframes, Navigating to Keyframes, Deleting Keyframes, Keyframing Other Rooms, Changing Interpolation Settings, Animating User Shapes, Adding Intermediary Keyframes and Keyframing Color Effects

Recomposing and Tracking

Using the Geometry Room, Recomposing Shots, Animating Pan and Scan Effects, Tracking Objects, Applying Tracking Data to Corrections, Offsetting the Vignette and Manual Tracking Techniques

Primary Out and Rendering

Global Changes and Final Tweaks, Modifying and Replacing Primary Out Room Settings, Creating a Stylized Look, Applying Stylized Primary Out Corrections to Grouped Clips, Manually Controlling Broadcast Safe Output, Adjusting Black Levels, Limiting Black Level Adjustments, Manually Adjusting White and Black Levels, Manually Adjusting Chroma Levels, Rendering Color Projects, Adding Clips to the Render Queue, Rendering Shots and Sending to Final Cut Pro and Using Color's Archive Feature