

# **STUDENTS LOG**

## **1) FINAL CUT PRO**

Module 1	<ul style="list-style-type: none"> <li>• Understanding Clips, Media Files and Sequence.</li> <li>• Starting a new Project.</li> <li>• Importing &amp; open Files</li> <li>• Browser Overview</li> <li>• Organizing Clips In The Browser</li> <li>• THE Creation of Sequences and BINS</li> <li>• The Icon View and Columns View</li> <li>• Viewer Overview</li> <li>• The Tabs in Viewer</li> <li>• The Transport Controls</li> <li>• Marking Controls</li> <li>• The Timeline Overview</li> <li>• Canvas Windows Overview</li> <li>• Editing Clips Into The Canvas &amp; Timeline</li> <li>• Drag and Drop Editing</li> <li>• Overwriting and Inserting Edits</li> <li>• The Sequence Time code</li> <li>• The Settings</li> <li>• The Timeline Buttons and Controls</li> <li>• Navigating and Zooming</li> <li>• Transferring Clips in the Timeline</li> <li>• Trimming Using the Selection Tool</li> <li>• Clip Handles &amp; Media Limits</li> <li>• Closing and Finding Gaps</li> <li>• Linking and Sync</li> </ul>	Module 3	<ul style="list-style-type: none"> <li>• Using the Keyboard to Edit</li> <li>• 3 Point Editing</li> <li>• The Creation of L-Cuts</li> <li>• Delete Between the In/out Points</li> <li>• The Trim Edit Window</li> <li>• Edit in the Trim Edit Window</li> <li>• Match frame</li> <li>• PRACTICAL</li> </ul>
Module2	<ul style="list-style-type: none"> <li>• Selection</li> <li>• forward Edit tool</li> <li>• Edit selection tool</li> <li>• roll Edit tool</li> <li>• Slide Edit</li> <li>• Razor Blade Tools</li> <li>• Zoom and Hand, CROP &amp; DISTORT, Pen tool</li> <li>• The Adjustment of Levels</li> <li>• How to Read Audio Meters</li> <li>• Working with Stereo and Mono Clips</li> <li>• Adjusting Audio Over Time</li> <li>• The Audio Mixer &amp; using the voice over tool</li> <li>• PRACTICAL</li> </ul>	Module 4	<ul style="list-style-type: none"> <li>• The Viewer Sync Controls</li> <li>• Superimpose Edit</li> <li>• Fit to Fill Edit</li> <li>• Replace Edit</li> <li>• How to edit a sequence of clips in the viewer</li> <li>• Adding &amp; delete Markers</li> <li>• Markers in the Timeline</li> <li>• Using Markers to create Sub clips</li> <li>• PRACTICAL</li> </ul>
		Module 5	<ul style="list-style-type: none"> <li>• Matching Settings Overview</li> <li>• The Item and User Preferences</li> <li>• Some system setting</li> <li>• Both Audio and Video Settings</li> <li>• PRACTICAL</li> </ul>
		Module 6	<ul style="list-style-type: none"> <li>• Connecting Sources for Capture</li> <li>• Creating a New Project for Capturing</li> <li>• Previewing and Marking Your Source,</li> <li>• Logging Clips, Choosing Clip Settings</li> <li>• Choosing Capture Settings</li> <li>• Choosing Capturing Options,</li> <li>• Setting capture preferences</li> <li>• PRACTICAL</li> </ul>

#### Module 7

- The Viewer Sync Controls
- Superimpose Edit
- Fit to Fill Edit
- Replace Edit
- How to edit a sequence of clips in the viewer
- Adding & delete Markers
- Markers in the Timeline
- Using Markers to create Sub clips
- Both Applying and Adjusting Transitions
- Favorite and Default Transition
- Trouble shooting transitions
- Dissolve
- Fade in fade out
- Iris
- Page peel
- Wipe
- PRACTICAL

#### Module 8

- High Definition Formats
- Frame Sizes
- Frame Rates
- Scanning Methods
- Interpreting the Numbers
- HD Workflow
- Using HDV
- PRACTICAL

#### Module 9

- Applying and Viewing Filters
- Viewing and Modifying Filter Parameters
- Applying Audio Filters
- Using a Color Correction Filter
- Animating filter
- Image control Brightness, contrast, Tint ,gamma correction etc.
- Color correction
- Matte - masking
- Glow
- PRACTICAL

#### Module 10

- The Real Time Capabilities
- Rendering Overview
- The Rendering Settings
- How to preview effect
- The Basic Principles
- The Three-Way Color Correction
- Frame viewer
- PRACTICAL

#### Module 11

- Generating Items
- Using Title 3D
- Using Motion Enhanced Titles
- Creating basic titles
- Text 3d
- Typewriting text
- Simple text
- Scroll text
- Roll text
- Use the Photoshop text
- PRACTICAL

#### Module 12

- Multiple Tracks in the Timeline
- How to Adjust Basic Motion Attributes
- Using Key frames, changing the pace of a clip
- Adding Key frames in FCP
- PRACTICAL

#### Module 13

- Finishing
- Exporting QuickTime Files
- Outputting to Tape
- Backing up project
- Exporting to user file
- Export to DV
- Export to avi
- Export to mpeg4, mpeg2, mpeg1
- Export to audio
- Use to stream clip, toast titanium exporter
- PRACTICAL
  
- Important Shortcuts for Fast Editing

## **2) ADOBE PREMIERE PRO**

#### Module 14

- Basic workflow
- File-based workflows
- DVD workflow
- Cross-platform workflow
- Cross-application workflows
- Adobe Dynamic Link
- Setting up your system
- Project setup
- Creating and changing projects
- Aspect ratios

#### Module 15

- Capturing and digitizing
- Capturing DV or HDV video
- Capturing HD video
- Digitizing analog video
- Capturing content for DVD
- Batch capturing and recapturing
- Time code
- Transferring and Importing files
- Importing assets from tape less formats
- Importing still images
- Importing digital audio
- Importing sequences, clip lists, libraries, and compositions
- Importing XML project files from Final Cut Pro
- Customizing the Project panel
- Organizing assets in the Project panel
- Managing metadata
- Source Monitor and Program Monitor
- Playing assets
- Waveform monitors and vector scope
- Reference Monitor
- Creating and changing sequences
- Multi-camera sequences
- Using multiple sequences
- Creating clips
- Creating special clips (synthetics)
- Adding clips to sequences
- Trimming clips
- Working with clips in a sequence
- Rearranging clips in a sequence
- Previewing sequences
- Correcting mistakes
- Markers
- PRACTICAL

#### Module 16

- Working with audio
- Working with clips, channels, and tracks
- Editing audio in a Timeline panel
- Recording audio
- Adjusting volume levels
- Audio transitions
- Applying effects to audio
- Recording audio mixes
- Panning and balancing
- Advanced mixing
- Editing audio in Adobe Sound booth
- Editing audio in Adobe Audition
- PRACTICAL

#### Module 17

- Creating titles
- Adding text to titles
- Adding shapes and images
- Working with text and objects in titles
- Adding fills, strokes, and shadows in titles
- Working with styles
- Creating rolling and crawling titles
- Working with effects
- Applying, removing, and organizing effects
- Adjusting effects
- Customizing effect presets
- PRACTICAL

#### Module 18

- Creating common effects
- Motion
- Changing clip duration, speed, or interlacing
- Color correction
- Special color and luminance adjustments
- Transition overview
- Applying transitions
- Fine-tuning transitions
- Customizing transitions
- PRACTICAL

#### Module 19

- Audio effects
- Audio cross fade transitions
- Adjust effects
- Blur and Sharpen effects
- Channel effects
- Color Correction effects
- Distort effects
- GPU effects
- Generate effects
- Image Control effects
- PRACTICAL

#### Module 20

- Keying effects
- Noise & Grain effects
- Perspective effects
- Render effects
- Stylize effects
- Time effects
- Transform effects
- Transition effects
- PRACTICAL

#### Module 21

- Video effects
- Video dissolve transitions
- Animating effects
- Adding, navigating, and setting key frames
- Moving and copying key frames
- Controlling effect changes using key frame interpolation
- Compositing video
- Transparency (masks, alpha channels)
- Creating transparency and solid colors with keys and mattes
- PRACTICAL

#### Module 22

- Basics of exporting
- Adobe Media Encoder
- Exporting editable movie or audio files
- Exporting OMF files for Pro Tools
- Exporting HD and HDV sequences

- Exporting still images and still-image sequences
- Exporting PDFs for comments
- Exporting to DVD, Blue-ray Disc, or CD
- Exporting projects for other applications or archiving
- Exporting to videotape or film
- Exporting for the web
- Exporting to iPods, cell phones, PSPs and other mobile devices
- Exporting XMP metadata
- Finding and customizing keyboard shortcuts
- Default keyboard shortcuts
- PRACTICAL

- Lock the position
- Icon to lock all options.
- Layer blending mode
- Fill
- Opacity
- Layer options menu
- New layer,
- Duplicate layer
- Delete layer
- Layer
- Properties
- Link layers
- Layer styles
- Layer mask
- Layer set
- Create new fill or adjustment layer
- Create new layer
- PRACTICAL

### 3) ADOBE PHOTOSHOP

#### Module 23

- Setting up the document
- Page size and orientation
- Resolution
- Color mode
- Background contents
- Opening an image from a disk
- Menu bar
- Window, and help.
- Tool bar
- The image
- Image name
- Palettes
- Navigator, color, histogram, layer
- Navigator
- PRACTICAL

#### Module 25

- Marquee Tool
- Move Tool
- Lasso Tool
- Polygonal Tool
- Lasso Tool
- Magnetic Tool
- Lasso Tool
- Magic Wand Tool
- Crop Tool
- Slice Tool
- Healing tool
- Brush tool
- Clone stamp
- Art history
- Brush
- Brush, blending mode,
- Opacity, style, area, tolerance.
- Erase tool
- Paint bucket
- Color box
- Gradient tool
- Blur tool
- Dodge tool direct selection tool
- Type tool
- Pen tool
- Rectangle tool
- Rounded rectangle tool,
- Ellipse tool,
- Polygon tool,
- Line tool,
- Custom shape tool.
- Notes tool
- Eyedropper tool
- Hand tool
- Gradient tool
- PRACTICAL

#### Module 24

- Color, swatches, style
- Swatches palette
- The styles palette
- Create new style
- History
- The history palette
- Layers
- Layers palette
- Layer visibility
- Layer locking options
- Transparency
- Color, swatches, style
- Swatches palette
- The styles palette
- Create new style
- History
- The history palette
- Layers
- Layers palette
- Layer visibility
- Layer locking options
- Transparency
- Lock the image

#### Module 26

- Edit in standard mode
- Edit in quick mask mode
- Standard screen, full screen with menu bar,
- Edit in image ready ping

<ul style="list-style-type: none"> <li>• Resizing to a specific size</li> <li>• Resizing digital photos</li> <li>• Enlarging</li> <li>• Red eye removal</li> <li>• Hot spot removal</li> <li>• Adding flash</li> <li>• Color adjustment</li> <li>• Sharpening/softening</li> <li>• PRACTICAL</li> </ul>	<p style="text-align: center;"><b>Module 29</b></p> <ul style="list-style-type: none"> <li>• Working with audio</li> <li>• Working with clips, channels, and tracks</li> <li>• Editing audio in a Timeline panel</li> <li>• Recording audio</li> <li>• Adjusting volume levels</li> <li>• Audio transitions</li> <li>• Applying effects to audio</li> <li>• Recording audio mixes</li> <li>• Panning and balancing</li> <li>• Advanced mixing</li> <li>• Editing audio in Adobe Sound booth</li> <li>• Editing audio in Adobe Audition</li> <li>• PRACTICAL</li> </ul>
<h2>4 AVID MEDIA COMPOSER</h2>	
<p style="text-align: center;"><b>Module 27</b></p> <ul style="list-style-type: none"> <li>• Basic workflow</li> <li>• File-based workflows</li> <li>• DVD workflow</li> <li>• Cross-platform workflow</li> <li>• Cross-application workflows</li> <li>• Setting up your system</li> <li>• Project setup</li> <li>• Creating and changing projects</li> <li>• Aspect ratios</li> </ul>	<p style="text-align: center;"><b>Module 30</b></p> <ul style="list-style-type: none"> <li>• Creating titles</li> <li>• Adding text to titles</li> <li>• Adding shapes and images</li> <li>• Working with text and objects in titles</li> <li>• Adding fills, strokes, and shadows in titles</li> <li>• Working with styles</li> <li>• Creating rolling and crawling titles</li> <li>• Working with effects</li> <li>• Applying, removing, and organizing effects</li> <li>• Adjusting effects</li> <li>• Customizing effect presets</li> <li>• PRACTICAL</li> </ul>
<p style="text-align: center;"><b>Module 28</b></p> <ul style="list-style-type: none"> <li>• Capturing and digitizing</li> <li>• Capturing DV or HDV video</li> <li>• Capturing HD video</li> <li>• Digitizing analog video</li> <li>• Capturing content for DVD</li> <li>• Batch capturing and recapturing</li> <li>• Time code</li> <li>• Transferring and Importing files</li> <li>• Importing assets from tape less formats</li> <li>• Importing still images</li> <li>• Importing digital audio</li> <li>• Importing sequences, clip lists, libraries, and compositions</li> <li>• Importing XML project files from Final Cut Pro</li> <li>• Customizing the Project panel</li> <li>• Organizing assets in the Project panel</li> <li>• Managing metadata</li> <li>• Source Monitor and Program Monitor</li> <li>• Playing assets</li> <li>• Waveform monitors and vector scope</li> <li>• Reference Monitor</li> <li>• Creating and changing sequences</li> <li>• Multi-camera sequences</li> <li>• Using multiple sequences</li> <li>• Creating clips</li> <li>• Creating special clips (synthetics)</li> <li>• Adding clips to sequences</li> <li>• Trimming clips</li> <li>• Working with clips in a sequence</li> <li>• Rearranging clips in a sequence</li> <li>• Previewing sequences</li> <li>• Correcting mistakes</li> <li>• Markers</li> <li>• PRACTICAL</li> </ul>	<p style="text-align: center;"><b>Module 31</b></p> <ul style="list-style-type: none"> <li>• Creating common effects</li> <li>• Motion</li> <li>• Changing clip duration, speed, or interlacing</li> <li>• Color correction</li> <li>• Special color and luminance adjustments</li> <li>• Transition overview</li> <li>• Applying transitions</li> <li>• Fine-tuning transitions</li> <li>• Customizing transitions</li> <li>• PRACTICAL</li> </ul>
	<p style="text-align: center;"><b>Module 32</b></p> <ul style="list-style-type: none"> <li>• Audio effects</li> <li>• Audio cross fade transitions</li> <li>• Adjust effects</li> <li>• Blur and Sharpen effects</li> <li>• Channel effects</li> <li>• Color Correction effects</li> <li>• Distort effects</li> <li>• GPU effects</li> <li>• Generate effects</li> <li>• Image Control effects</li> <li>• PRACTICAL</li> </ul>
	<p style="text-align: center;"><b>Module 33</b></p> <ul style="list-style-type: none"> <li>• Keying effects</li> <li>• Noise &amp; Grain effects</li> <li>• Perspective effects</li> <li>• Render effects</li> <li>• Stylize effects</li> <li>• Time effects</li> <li>• Transform effects</li> <li>• Transition effects</li> <li>• PRACTICAL</li> </ul>

## 6) MOTION

### Module 34

- Video effects
- Video dissolve transitions
- Animating effects
- Adding, navigating, and setting key frames
- Moving and copying key frames
- Controlling effect changes using key frame interpolation
- Compositing video
- Transparency (masks, alpha channels)
- Creating transparency and solid colors with keys and mattes
- PRACTICAL

### Module 38

- A tour of motion
- Generators and particle presets
- Groups, layers and blend modes
- The third dimension
- Using Templates
- Creating Text Effects
- Particles and Parameter Behaviors
- PRACTICAL

### Module 39

- The Replicator
- Advanced Particle Design
- Keying and Shapes
- Tracking and Match moving
- Round tripping, Nonlinear Editing and O-flow Retiming
- Audio and Markers
- PRACTICAL

### Module 40

- COLOR: Working with the Templates.
- COLOR: Arranging a Project.
- COLOR: Editing, Mixing.
- COLOR: Creating and Exporting Color.
- COLOR: Using Advanced Color Mixing Techniques.
- COLOR: Scoring Techniques for Multimedia Projects.
- COLOR: Distributing and Managing Files .
- COLOR: Editing in Video
- COLOR: Using the Loop Utility.
- PRACTICAL

## 5) DVD STUDIO PRO

### Module 36

- Preparing your First DVD Project
- Exploring the Full Interface
- Setting Up a Simple DVD
- Creating Menus Production
- Creating a Chapter Index Menu
- Creating a Slideshow
- Adding Subtitles
- DVD-ROM Content and DVD@ccess Production
- Finishing Your DVD
- Introduction to Encoding
- Creating Menus with Overlays
- Working with Markers and Stories Production
- Connections and Basic Scripting
- Advanced Menu Design
- Creating Menu Elements
- Creating Transitions Production
- Advanced MPEG Encoding
- Using Alternate Angles
- Audio Encoding
- Scripting

## 7) SOUND FORGE

### Module 41

- Soundtrack: Working with the Interface.
- Soundtracks: Arranging a Song.
- Soundtracks: Editing, Mixing, and Effects.
- Soundtracks: Using Advanced Editing
- Soundtrack: Scoring Techniques
- Soundtrack: Distributing and Managing Files
- Soundtrack: Recording.
- Soundtrack: Using the Loop Utility.
- PRACTICAL

## 8) LIVE TYPE

### Module 37

- A basic introduction to live type.
- Basics of working with the live type timeline
- Working with effects in live type
- Creating cool metallic animated fonts
- Working with live type templates
- Working with animated transitions.
- Making text flash on & off live type effect
- Creating a "thought bubble" effect, creating a chalkboard effect
- PRACTICAL