



Final Cut Pro X

Exam Preparation Guide for the Level One and
Associate-level Certifications



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About this Guide

This guide provides all the information that you need to prepare to earn the Apple Certified Associate or Apple Certified Pro Level One status. From this guide you can:

- Learn about Apple Certification.
- Find out how to take an exam.
- Locate resources to help you prepare for an exam.
- Review the range of objectives that the exam may cover.
- Get a feel for the type of questions that appear on the exam.

Becoming an Apple Certified Associate or Apple Certified Pro

The Apple Training & Certification program is designed to keep you at the forefront of Apple technology. Certification creates a benchmark to demonstrate your proficiency in specific Apple technologies and gives you a competitive edge in today's evolving job market.

Apple offers three levels of certification on Final Cut Pro X, **Apple Certified Associate**, **Apple Certified Pro - Level One** and **Apple Certified Pro - Level Two**. Certification exams do not require attendance at a class. Students who prefer to learn on their own or who already have the necessary skill set in the chosen application, may take an exam for a fee.

Apple Certified Associate status validates basic entry level skills in a specific application. Unlike an Apple Certified Pro exam, you can take Associate exams online from the comfort of your own home or office. Apple Certified Associate status is appropriate for students, for someone who is preparing for a first job out or for college-level programs or for someone who is interested in validating entry level credentials.

An **Apple Certified Pro** is a user who has reached the highest skill level in the use and operation of Apple's Pro Applications as attested to by Apple. Students earn certification by passing the online certification exam administered only at Apple Authorized Training Centers (AATCs). Apple Certified Pro status is appropriate for industry professionals.

Apple Certified Pro - Level One attests to basic operational knowledge of a specific application. Level One exams are administered at the end of specific courses or you may take the exam at an [Apple Authorized Training Center](#) (AATC) for a fee.

Apple Certified Pro - Level Two attests to a deeper understanding of the application as well as mastery of advanced features. Level Two exams can be taken only after Level One certification is earned.

Many Apple Certification exams are available in multiple languages. Even if an AATC does not offer localized courses, they can still offer localized exams. For details, visit training.apple.com/certification/localized.

What are the benefits of Apple Certification?

Beside differentiating you as a skilled user of an Apple application, becoming an Apple Certified Pro allows you to leverage the power of the Apple brand. When you pass a Certification exam, you receive an email with a PDF copy of your Apple certificate, along with instructions on how to order a printed or a printed and framed certificate. The email includes LinkedIn, Facebook, and Twitter icons to make it easy for you to share your certification news with your networks on these sites.

You also receive a login for the [Apple Certification Records System](#), where you can:

- Update your profile information and opt in to display your Apple Certification(s) on the [Apple Certified Professionals Registry](#).
- Review your certification progress.
- Download your certification logo(s) to use on business cards, resumes, websites, and more.
- Provide access to employers to verify your certifications.

How do the Associate and Level One Exams Differ?

“Final Cut Pro X” by Diana Weynand is designed to prepare students to take either the Associate Level or Level One exam. Details on the specific exam objectives for each exam are noted in the specifics for each chapter later in this document. However, you can use the following guidelines to help determine which exam is right for you.

The Associate Level exam is designed for a candidate who meets the following prerequisites.

- Limited experience with the editing process and terminology.
- A student or someone who wants to validate entry level skills in preparation for an entry level job or college level programs. Once you gain more experience, you can later take the Level One exam.
- Familiarity with the Macintosh operating system and software applications, including experience with navigational tools.
- Entry level understanding of Final Cut Pro and the ability to edit a simple project, with basic operational skills to import and manage media, edit, apply effect templates, make simple color adjustments, and output a finished program.
- Limited knowledge of keyboard shortcuts.

The Level One exam is designed for a candidate who meets the following prerequisites.

- Knowledge of editing workflow and terminology in an industry setting.
- A working professional such as an assistant editor, editor, director, producer, multimedia producer, or anyone involved in the broadcast, multimedia, video or film production or post-production process.
- Very familiar with the Macintosh operating system and software applications, including experience with navigational tools.

- Fundamental understanding of Final Cut Pro and the ability to edit a complex project through completion, with operational skills to import and manage media, edit, create custom effects, apply complex manual color corrections, and output a finished program in a variety of formats.
- Knowledge of keyboard shortcuts and other best practices that streamline workflow in a fast-paced professional setting.

Exam Details

“Final Cut Pro X” by Diana Weynand prepares you to take one of two certification exams to earn either Apple Certified Associate or Apple Certified Pro Status.

Level One Exam Details

The Final Cut Pro X Level One exam is a computer-based test offered at AATCs. To find the closest AATC, please visit training.apple.com/locations.

Many AATCs schedule Certification Exam sessions at training.apple.com/schedule. If you don't see a session scheduled at your nearest AATC, contact the AATC and they will often schedule a session. **Please note that all AATCs offer all Mac OS X and Pro Apps exams, even if they don't offer the corresponding course.**

The exam timer does not start until you view the first technical question. You may not access any resources or references during the exam. Details on exam scoring are at training.apple.com/certification/faq. Some exams are also available in other languages; for details, visit training.apple.com/certification/localized.

The Final Cut Pro X Level One exam details:

- Exam number: 9L0-810
- Number of test questions: approximately 59 technical, five demographic (unscored).
- The exam uses a random pool of multiple-choice, fill-in-the-blank and interactive-media questions.
- Passing score: 80% (scores are *not* rounded; you must earn a score of 80% or higher to pass the exam).
- Exam duration: One hour thirty minutes.

The exam timer does not start until you view the first technical question. You may not access any resources or references during the exam.

Associate Level Exam Details

The Final Cut Pro X Associate exam is an online exam that you can take from home. In addition, many schools offer this exam to their students.

The Final Cut Pro X Associate Level exam details:

- Exam number: 9L0-809

- Number of test questions: approximately 46 technical, five demographic (unscored).
- The exam uses a random pool of multiple-choice, fill-in-the-blank and interactive-media questions.
- Passing score: 75% (scores are *not* rounded; you must earn a score of 75% or higher to pass the exam).
- Exam duration: One hour.

The exam timer does not start until you view the first technical question. You may not access any resources or references during the exam.

Recommended Exam Preparation

We recommend the following exam preparation strategies:

- Gain experience with the application.
- Learn from experts: [FCP 101: Introduction to Final Cut Pro](#) or [FCP 200: Comprehensive Study of Final Cut Pro](#).
- Study the *Apple Pro Training Series* book “Final Cut Pro X” by Diana Weynand.
- Review the optional study materials.
- Review the objectives and sample questions in this guide.

Gain Experience with the Application

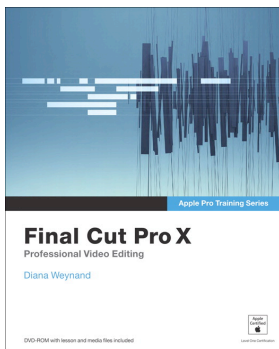
Nothing can substitute for time spent learning the technology first hand. After you read the book and/or take the class, spend time increasing your familiarity with the software on your own to ensure your success on the certification exam.

Learn from Experts

Apple Authorized Training Centers (AATCs) offer classes where you can learn hands-on with the technology and benefit from the expertise of Apple Certified Trainers and your peers. Visit the [Apple Training & Certification](#) website to find course offerings at nearby AATCs.

Study the Apple Pro Training Series Book

Apple Pro Training Series books are the basis for the related Apple Certification exams. The book for this exam is *Apple Pro Training Series*. You can purchase the book at [peachpit.com](#) ([click here](#) for a 30% discount code). [Creative Edge](#), an on-demand digital library, offers subscription access to the Apple Training and Apple Pro Training Series, as well as thousands of other reference videos and books. If you are an iPad user, an electronic version is available on the iBookstore. Some books are also available in other languages. [Click here](#) for details.



Review the Optional Study Materials

The following resources may also help you to prepare for your certification exam, as well as to expand your general knowledge:

- Review the appropriate sections of the Final Cut Pro User Guide at: help.apple.com/helplibrary/ or launch the documentation from the Help menu when Final Cut Pro is launched.
- Many online resources allow students to ask questions and learn tips and tricks. To access white papers, discussion forums, and learn about the many other online materials, visit www.apple.com/finalcutpro/resources/ and www.apple.com/finalcutpro/top-features/.
- Designed for both iPad and iPhone, the [Test Yourself app](#) lets students review and assess their knowledge of the material in the Final Cut Pro X Associate Level and Level One Exam. The app will be available in early 2012.
- Students may also want to review the [Final Cut Pro X Apple Pro Training Video](#) and “Final Cut Pro X Quick-Reference Guide” by Brendan Boykin (ISBN 0-321-69468-6). You can order the book with a 30% discount at [Peachpit Press](#) by entering discount code **PP-APL-DISC** at checkout.
- For information on the Apple Pro Training Program, visit training.apple.com/.
- Read the [Final Cut Pro News](#) for information about Apple Pro Apps and everything related to them.
- Many third-party manufacturers create reference, troubleshooting and tutorial DVDs for the novice to power user. A quick Internet search will provide you with dozens of options.
- If you have any questions, you can post them to the [Final Cut Pro Discussion Forum](#), which is hosted by Apple. You can also post questions to the Yahoo group FinalCutPro-L. You can join at the following link: movies.groups.yahoo.com/group/FinalCutPro-L/.

Review the Objectives and Review Questions

Even if you're self-taught or have taken courses that do not use the Apple Pro Training Series curriculum, you can still prepare yourself for the certification exam by making sure that you can complete all the tasks and answer all the review questions in the following sections.

The Exam Objectives describe the knowledge domains assessed by the exam. The Review Questions summarize what you should have learned in each chapter. Please note that although this guide divides the objectives into lessons or knowledge areas, questions are presented randomly during the exam. The objectives indicate which topics are not included on the Associate Level exam.

The number of test questions drawn from each knowledge area is indicated for each of the following lessons. Please note that although this guide divides the objectives into 12 lessons or knowledge areas, questions are presented randomly during the exam.

Lesson One objectives

Upon completion of Lesson One, “Preparing to Edit in Final Cut Pro X” in “Final Cut Pro X,” you should be able to complete the following tasks. Eight items from this lesson are included in the pool of Level One exam questions; six items from this lesson are included in the pool of Associate-level exam questions. Questions are drawn randomly from the following objectives:

- Overview of Final Cut Pro X Workflow
- Open Final Cut Pro
- Explore the Final Cut Pro Interface
- Work with shortcut menus and modifier keys
- View, Sort and Select Events
- Skim Clips
- Change and adjust views in the Event Browser
- Organize the Project Library
- Navigate Projects in the Timeline
- Use the J, K, and L keys to navigate clips at different speeds
- Hide and Quit Final Cut Pro

Please note that all learning objectives in this lesson, including the keyboard shortcuts, are included in the Associate Level Exam.

Lesson One review questions

After completing Lesson One, you should be able to answer the following questions.

1. Describe three ways to open Final Cut Pro.
2. Which four modifier keys are often used in conjunction with keyboard shortcuts to initiate functions or commands?
3. How do you access a shortcut menu?
4. What is an Event?
5. How do you skim through a clip in the Event Browser?
6. How do you set the Event Browser display so that a single thumbnail represents each clip?
7. In addition to clicking the Play button, which keys on your keyboard can you press to play a clip or sequence forward?
8. Which keys move the playhead forward or backward in one-frame increments in the Viewer and Timeline?
9. What indicator in the Viewer window indicates that the playhead is on the first or last frame of an edited clip in the Timeline?

10. In the Event Browser, how do you toggle a clip's audio waveforms on or off?
11. What are the keyboard shortcuts to hide and quit Final Cut Pro?

Answers

1. Double-click the application in the Applications folder; click the icon in the Dock; or from Launchpad, or click the Final Cut Pro icon.
2. The Shift, Control, Option, and Command keys
3. Control-click or right-click an item.
4. An Event is similar to a folder that holds video clips, audio clips, and still images. Each Event in the Event Library refers to a folder on a connected disk that contains the original source media files, any related render files, and a database file that tracks where everything is. When you import or record into Final Cut Pro, the source media files are stored in Events.
5. In the Event Browser, move your pointer from one side of the clip thumbnail to the other. The skimmer travels as you move through the thumbnail, and the clip appears in the Viewer.
6. Set the Duration Slider to All.
7. The Spacebar and the L key.
8. The Left Arrow and Right Arrow keys.
9. An *L* in the lower left means you're on the first frame of the edited clip, and a reverse *L* in the lower right means you're on the last frame.
10. In the Event Browser, click the Clip Appearance button. In the Clip Appearance pop-up, deselect Show Waveforms.
11. Press Command-H to hide the application, and press Command-Q to quit the application.

Keyboard Shortcuts

Control-click or right-click	Open shortcut menu
F	Label clip or selection as a Favorite
A	Choose the Select tool
Command-0	Show/Hide Project Library
Command-5	Show/Hide the Effects Browser
Option-Shift-N	Show/Hide Clip Names
S	Turn skimming off or on
Shift-S	Turn audio skimming off or on
Space bar	Start or pause playback
J	Play a clip or project backward
K	Stop a clip or project
L	Play a clip or project forward
J-K	Play backward in slow motion
K tap J	Move playhead one frame to the left
K-L	Play forward in slow motion
K tap L	Move playhead one frame to the right
Shift-Space bar	Play clip or project in reverse
Return	Open the selected project into the Timeline
Home	Position the playhead at the head of the project
End	Position the playhead at the end of the project
Down Arrow	Move the playhead forward in the Timeline to the head of the next clip or edit point, or in the Event Browser, select the next clip
Up Arrow	Move the playhead backward in the Timeline to the head of the previous clip or edit point, or in the Event Browser, select the previous clip
Left Arrow	Move the playhead backward 1 frame
Right Arrow	Move the playhead forward 1 frame
Shift-Left Arrow	Move the playhead backward 10 frames
Shift-Right Arrow	Move the playhead forward 10 frames
Command-H	Hide Final Cut Pro
Command-Q	Quit Final Cut Pro

Lesson Two objectives

Upon completion of Lesson One, “Importing” in “Final Cut Pro X,” you should be able to complete the following tasks. Ten items from this lesson are included in the pool of Level One exam questions; three items from this lesson are included in the pool of Associate-level exam questions.

Questions are drawn randomly from the following objectives:

- Create a new Event
- Import files
- Import files as Keyword Collections
- Transcode media during import
- Analyze video and audio during import
- Import from a camera or camera card
- Create a camera archive
- Import stills, music, and other projects

Please note that all learning objectives in this lesson are included in the Associate Level Exam. However, the Associate Level Exam does not include any of the keyboard shortcuts used in this lesson.

Lesson Two review questions

After completing Lesson Two, you should be able to answer the following questions.

1. How do you create a new Event?
2. How do you import media files into an Event?
3. What happens if you select the Find People option when importing media?
4. If you select the “Analyze for Balance Color” option when importing media, how do you view the color balance correction?
5. How would you automatically identify a clip that displays excessive shaking from a handheld camera?
6. What are the advantages to transcoding your media files?
7. How do you set importing options if you want to drag media files directly from the Finder or another application to an Event?
8. How do you create a Keyword Collection when importing clips from a specific folder?
9. What are the four ways to access the Import From Camera window?
10. Why would you want to create a camera archive as a backup?

Answers

1. If you don't see the Event Library, click the Event Library button at the bottom-left corner of the Event Browser. Choose File > New Event (or press Option-N).
2. Select an Event and click the Import Files button in the Event Browser, choose File > Import, use a keyboard shortcut, or Control-click the Event in the Event Library.
3. The Find People option analyzes images and creates Keyword Collections based on the number of people present and the shot type. After analysis, any of the following keywords are added: One Person, Two Persons, Group, Close Up Shot, Medium Shot, and Wide Shot.
4. In the toolbar, click the Inspector button. Click the Video tab in the Inspector and select the box next to Balance to enable the color balance effect.
5. Select the "Analyze for stabilization and rolling shutter" option when you import the clips. Final Cut Pro will perform a stabilization analysis and apply a keyword to any clip with excessive shaking.
6. Final Cut Pro's transcoding optimizes media for better editing and rendering performance and improved color quality. The transcode process copies your original media files using Apple's ProRes digital intermediate codecs while retaining the original media files.
7. To import without using the Import command, you set the specific import options before you import. Choose Final Cut Pro > Preferences, or press Command-, (comma). At the top of the Preferences window, click the Import button and set your options.
8. Make sure that the "Import folders as Keyword Collections" option is selected in the Import dialog to create a Keyword Collection for each media folder you import. This is the default option.
9. Click the Import From Camera button in the Event Browser, click the Import media from connected device button (appears as a camera with a plus sign) in the toolbar, choose File > Import From Camera, or press Command-I.
10. A camera archive frees your camera or capture media for reuse, preserves and protects your media for future use, and helps preserve the data structure used by your camera to make it easier to store and access your files.

Keyboard Shortcuts

Option-N	Create new Event
Command-A	Select all items in the current folder or location
Shift-click	Select a group of contiguous items
Command-click	Select a group of noncontiguous items
Command-Shift-I	Open the Import Files window
Command-9	Open and close the Background Tasks window
Command-4	Open and close the Inspector
Command-W	Close an active window
Command-I	Open the Import From Camera window
Command-, (comma)	Open the Final Cut Pro Preferences window

Lesson Three objectives

Upon completion of Lesson Three, “Organizing Clips in an Event” in “Final Cut Pro X,” you should be able to complete the following tasks. Eight items from this lesson are included in the pool of Level One exam questions; five items from this lesson are included in the pool of Associate-level exam questions. Questions are drawn randomly from the following objectives:

- Understand metadata
- Use metadata to customize Events
- Add keywords to clips
- Assign multiple keywords to clips
- Apply keywords to a clip range
- Rate clips and clip selections
- Sort and search using metadata
- Add notes to clips
- Create Smart Collections

Please note that all learning objectives in this lesson are included in the Associate Level Exam. However, the Associate Level Exam does not include any of the keyboard shortcuts used in this lesson.

Lesson Three review questions

After completing Lesson Three, you should be able to answer the following questions.

1. In the Event Browser, what is indicated by a horizontal purple or blue line across the top of a clip?
2. Name three methods that allow you to add a keyword to one or more clips.

3. How do you add a keyword to only the selected clip range?
4. How do you delete a keyword from one or more clips?
5. Describe how to add a note to a clip in the Event Browser.
6. How do you view only those clips that were rated as Favorites?
7. How do you rate a clip?
8. What is the difference between a Keyword Collection and a Smart Collection?
9. How do you create a Smart Collection?
10. How do you search for a clip that isn't part of a Keyword Collection?

Answers

1. A purple line indicates that a clip received a keyword during analysis; a blue line indicates that a keyword was applied to a clip.
2. Select clips in the Event Browser, click the Keyword Editor button, or press Command-K. Then type your keyword, and press Return. If you created a keyword shortcut, you can select clips and press the shortcut. You can also drag clips from the Event Browser to an existing Keyword Collection in the Event Library.
3. Skim a clip in the Event Browser and press I to set a Selection Start and O to mark a Selection End. Then use one of the three available methods to add a keyword.
4. In the Event Browser, select a range for one or more clips. Choose Mark > Remove All Keywords, or press Control-0.
5. Select a clip, click in the Note column field in the Event Browser, enter your text, and press Return.
6. In the Event Library, select the Events you want to search. Choose Favorites from the Filter pop-up menu at the top of the Event Browser.
7. In the Event Browser, select one or more clips. Click the Favorite button in the toolbar, or press the F key, or click the Reject button in the toolbar, or press the Delete key. In the Event Browser, a green line appears at the top of favorite frames and a red line appears at the top of rejected frames.
8. A Keyword Collection gathers all clips to which you or Final Cut Pro assigned a specific keyword. A Smart Collection gathers all clips that match multiple search criteria. Unlike Keyword Collections, which are text based, Smart Collections can be based on camera metadata, such as frame rate or size. Clips can be assigned to multiple Keyword Collections and Smart Collections.

9. Select an Event and use the Filter window to search for clips based on specified criteria. In the Filter window, click the New Smart Collection button. A new, untitled Smart Collection appears in the Event Library. Type a name for the Smart Collection, and press Return.
10. In the search field, enter the clip name. Only clips with matching text in their names or notes will appear in the list.

Keyboard Shortcuts

Command-A	Select all items in the current folder or location
Command-F	Show the Filter window (does not hide it)
Command-K	Show or hide the Keyword Editor
Command-Shift-K	Create a new Keyword Collection
Command-Z	Undo the last command
Command-Delete	Move the selection to the Finder Trash
Option-N	Create a new Event
I	Set the start point for a selection
O	Set the end point for a selection
Left-Arrow	Move the playhead to the previous frame
Right-Arrow	Move the playhead to the next frame
Slash (/)	Play the selection
Spacebar	Start or pause playback
Control-F	Show Favorite clips and ranges
Control-H	Hide rejected clips and ranges
Control-Y	Show or hide clip information when skimming in the Event Browser
U	Remove ratings from the selection
Delete	Reject the Event Browser selection

Lesson Four objectives

Upon completion of Lesson Four, “Building the Rough Cut” in “Final Cut Pro X,” you should be able to complete the following tasks. Seven items from this lesson are included in the pool of Level One exam questions; seven items from this lesson are included in the pool of Associate-level exam questions. Questions are drawn randomly from the following objectives:

- Work with projects
- Screen and mark clips
- Use the append edit option

- Arrange clips in the Timeline
- Work with the Magnetic Timeline
- Insert clips
- Use drag-and-drop editing
- Make changes to project clips
- Track changes and create backups
- Connect clips to the primary storyline

Please note that all learning objectives in this lesson are included in the Associate Level Exam. However, the Associate Level Exam does not include any of the keyboard shortcuts used in this lesson.

Lesson Four review questions

After completing Lesson Four, you should be able to answer the following questions.

1. What methods can you use to create a new project?
2. What four different methods allow you to edit clips into your project?
3. What is an append edit?
4. How can you zoom in or out of an area of the Timeline?
5. How do you change the display size of the clips in the Timeline?
6. How can you view a list of all clips in the project in the Timeline?
7. How can you quickly adjust a clip's volume in the Timeline?
8. How can you mute specific audio tracks for a clip in the Timeline?
9. Why would you want to select the Duplicate Project and Referenced Events option when duplicating a project?
10. How can you toggle snapping on or off?
11. When you drag clips to rearrange their positions in the Timeline, what visual indicator shows where the clip will be positioned when you release the mouse button?
12. How would you connect music or B-roll to the primary storyline in your Timeline?

Answers

1. Click the New Project button (plus sign); Control-click a folder or drive, and from the shortcut menu, choose New Project; or select the target location, and choose File > New Project, or press Command-N.

2. To create an edit, click an edit button in the toolbar; choose an editing command from the Edit menu, such as Append; press a keyboard shortcut; drag a clip from the Event Browser, from a media browser such as the Photos Browser, or from the Finder.
3. An append edit adds one or more clips to the end of a project or storyline. insertion
4. Press Command+= (equal sign) to zoom in, and press Command-- (minus sign) to zoom out. You can also zoom in and out by dragging the Zoom control in the lower right of the Timeline.
5. Click the Clip Appearance button in the lower-right corner of the Timeline. In the Clip Appearance window, drag the Clip Height slider to the left to decrease the clip height, or to the right to increase the clip height.
6. In the lower-left corner of the Timeline, click the Timeline Index button, or press Command-Shift-2. The Timeline Index pane appears to the left of the Timeline and displays clips and tags (such as keywords) used in the current project in their order of appearance.
7. Position your pointer over the volume line in the Timeline. When the pointer turns into a vertical resize pointer, drag down to lower the volume or drag up to raise it. To facilitate your adjustments, turn on audio waveforms in the Clip Appearance window. Audio that approaches peak levels appears yellow in the waveform; audio that exceeds peak levels appears red.
8. Select the clip in the Timeline, click the Inspector button in the toolbar, and then click the Audio tab and deselect the appropriate tracks.
9. You would select this option when you want to copy the project and all of the source clips in the associated Events to another hard disk.
10. Click the Snapping button in the Timeline, press N, or choose View > Snapping.
11. A blue insertion line indicates where clips will be placed.
12. Position the playhead in the Timeline where you want to connect one or more clips. Select the clips in the Event Browser. In the toolbar, click the Connect button, or press Q. A blue insertion line in the Timeline indicates the connection point.

Keyboard Shortcuts

N	Turn snapping off and on
Command-N	Create a new project
Command-F	Open the Filter window
, (comma)	Move selection to the left 1 frame
. (period)	Move selection to the right 1 frame
Shift-, (comma)	Move selection to the left 10 frames
Shift-. (period)	Move selection to the right 10 frames
Command-0 (zero)	Open the Project Library
Command-1	Go to the Event Browser
Command-2	Go to the Timeline
Command-Shift-2	Open the Timeline Index
Command-- (minus)	Zoom out of the Timeline, Event Browser, or Viewer
Command-= (equal sign)	Zoom in to the Timeline, Event Browser, or Viewer
Shift-I	Move the playhead and skimmer to the beginning of the range selection
Shift-O	Move the playhead and skimmer to the end of the range selection
Shift-Z	Zoom the contents to fit the size of the Event Browser, the Viewer, or the Timeline
Shift-S	Toggle audio skimming
S	Toggle video and audio skimming
Q	Connect to primary storyline
W	Insert
E	Append to storyline
F	Rate selection as Favorite
J	Play reverse
K	Stop
L	Play forward
I	Set selection start point
O	Set selection end point
Spacebar	Play/Pause

Lesson Five objectives

Upon completion of Lesson Five, “Finishing the Rough Cut” in “Final Cut Pro X,” you should be able to complete the following tasks. Four items from this lesson are included in the pool of Level One exam questions; three items from this lesson are included in the pool of Associate-level exam questions. Questions are drawn randomly from the following objectives:

- Add markers to project clips
- Connect clips to the primary storyline
- Replace clips
- Overwrite clips
- Audition clips
- Create and change new storylines

Please note that the Associate Level Exam does not include any questions on auditions or any of the keyboard shortcuts used in this lesson.

Lesson Five review questions

After completing Lesson Five, you should be able to answer the following questions.

1. How can you add a marker to the Timeline and name it?
2. How do you move to a specific marker in the Timeline?
3. How do you disable the audio and/or video for a specific clip?
4. How do you move a connection line for a clip that is connected to the primary storyline without moving the clip?
5. How do you create a to-do marker in the Timeline?
6. How does an overwrite edit differ from a replace edit?
7. How do you create an audition in the Timeline?
8. How do you utilize the audition feature?
9. How do you create a new storyline that is connected to your primary storyline?

Answers

1. Skim to where you want to create a marker and choose Mark > Markers > Add Marker or press M. Double-click a marker to rename it. In the Marker pop-up window, enter a name in the Text field, and click Done. Alternatively, press Option-M to create a marker and open the Marker window in one step.
2. In the lower-left corner of the Timeline window, click the Timeline index button. In the Timeline index, click Tags then click the Markers button. Click a marker in the list to move the playhead to that marker’s location.
3. Control-click a clip and choose Disable from the shortcut menu or press V or select the clip and choose Clip > Disable.

4. Skim to the desired location in the Timeline and Command-Option-click to move the connection line.
5. Skim to the desired location in the Timeline, press Option-M. In the Marker window, enter a name, click Make To Do Item, and click Done. The to-do marker appears red on the clip.
6. Drag a clip from the Event Browser to the clip that you want to replace. When the clip receives a white outline and a green circle with a plus sign appears, release the clip. From the shortcut menu, choose Replace. This new clip replaces the original clip and the project duration adjusts to accommodate the new clip's range or duration.
7. An overwrite edit overwrites one or more clips in a storyline, starting at a range selection start point or at the playhead or skimmer position. Use an overwrite edit when you want to edit media for a specific span of time. No clips ripple, so the project duration remains the same. In contrast to overwrite edits, replacing only works on whole Timeline clips and can change the project duration.
8. Drag a clip from the Event Browser to a clip in the Timeline that you want to include in the audition. When the clip highlights with a white outline and a green circle with a plus sign appears, release the clip. In the shortcut menu, choose Add to Audition. A small spotlight icon in the clip name area indicates that the clip is part of an audition. To add additional clips, simply repeat this process.
9. Click the Audition spotlight icon to open the Audition window. Press the Right or Left Arrow keys to switch to the next alternate clip, and skim through its thumbnail display. Continue to press the Left or Right Arrow keys to switch to alternate audition clips.
10. Select the clips that you want to include in the new Storyline, Right-click the selection, and from the shortcut menu, choose Create Storyline, or press Command-G.

Keyboard Shortcuts

M	Set a marker in the Timeline ruler; when on a marker, open the Edit Marker dialog
Command-Y	Create audition clips
Command-Control-Y	Preview the audition clips
Shift-Option-Y	Finalize the audition
Command-G	Create a storyline
Shift-Delete	Lift the Timeline selection and leave a gap
Delete	Remove the Timeline selection and ripple the following edits up the duration of the gap

Control-' (apostrophe)	Move the playhead to the next marker
Control-; (semi-colon)	Move the playhead to the previous marker
Control-M	Delete marker at current playhead location
Double-click	Open a marker's Edit Marker dialog
Command-Shift-1	Close the Event Library

Lesson Six objectives

Upon completion of Lesson Six, "Fine-tuning the Rough Cut" in "Final Cut Pro X," you should be able to complete the following tasks. Two items from this lesson are included in the pool of Level One exam questions; four items from this lesson are included in the pool of Associate-level exam questions. Questions are drawn randomly from the following objectives:

- Remove selected ranges
- Duplicate a project
- Add gap clips
- Use the Range Selection tool
- Understand trimming
- Ripple trim with the Select tool
- Ripple and roll trim with the Trim tool
- Precision trimming
- Slip a clip
- Slide a clip
- Extend edit points

Please note that the Associate Level Exam does not include any questions on extend edits or any of the keyboard shortcuts used in this lesson.

Lesson Six review questions

After completing Lesson Six, you should be able to answer the following questions.

1. How do you remove a single clip from the Timeline without leaving a gap?
2. How do you insert a gap clip into the Timeline to act as a placeholder?
3. How do you choose the Range Selection tool to select a range in the Timeline?
4. What happens when you ripple trim the outgoing clip by dragging to the right?
5. Which two sets of shortcut keys allow you to adjust edit points one frame and ten frames at a time?
6. Which two edit points does a roll trim adjust?

7. What happens when you slip a clip?
8. Which clips are altered when you slide a clip, and how are they affected?
9. How do you open the Precision Editor to see an expanded view of the clips on either side of the edit point as well as the clip handles?
10. How do you view the detailed trimming feedback?

Answers

1. Select the clip, and choose Edit > Delete, or press the Delete key. The selected clip is removed from the Timeline and any clips to the right of the selection ripple to close the region.
2. Place the playhead where you want to insert the gap, and choose Edit > Insert Gap, or press Option-W. A three-second gap clip is inserted into the Timeline by default, and you can trim its duration.
3. From the Tools pop-up menu, choose Range Selection, or press R. Then drag in the Timeline to make your selection.
4. Rippling adjusts a clip's Start or End point without leaving a gap. The duration change ripples outward, moving all subsequent clips earlier or later in the Timeline. Dragging to the right lengthens the outgoing clip, so clips to the right of the edit ripple accordingly and increase the project duration.
5. Press the . (period) and , (comma) keys to nudge right and left one frame at a time. Press Shift-. (period) and Shift-, (comma) to nudge right and left 10 frames at a time.
6. A roll trim adjusts the outgoing clip's End point and the incoming clip's Start point without changing the duration of the project.
7. A slip trim adjusts the Start and End points of a single clip without changing the duration of the project. This edit is appropriate when you like the clip's length and Timeline location, but want to use a different selection of the media.
8. Sliding affects the position of the middle clip, and the duration of the two surrounding clips. When you slide a clip, you don't change its length or the selection of original content. You change only its location in the project.
9. In the toolbar, from the Tools pop-up menu, choose the Select tool or Trim tool and double-click the edit point you want to trim in the Timeline. Alternatively, select an edit point and press Control-E.
10. Choose Final Cut Pro > Preferences, or press Command-, (comma), and click Editing. In the Timeline section, select the "Show detailed trimming feedback" checkbox. The two-up display appears in the Viewer when you use a supported edit type or trim in the Precision Editor.

Keyboard Shortcuts

A	Choose the default Selection tool
B	Choose the Razor Blade tool
H	Choose the Hand tool
I	Set selection Start point
M	Set a marker in the Timeline ruler
O	Set a selection End point
P	Choose the Position tool
R	Choose the Range tool
T	Choose the Trim tool
Z	Choose the Zoom tool
Shift-Z	Zoom to fit
Command-Shift-A	Deselect any selected clips or gaps.
Command-Shift-Z	Recover steps forward
Control-S	Expand Audio/Video
Down Arrow	Go to the next item (in the Event Browser) or the next edit point (in the Timeline)
Option-W	Insert gap clip
Option-] (right bracket)	Trim the End point and remove all frames to the right of the skimmer location
Option-[(left bracket)	Trim the Start point and remove all frames to the left of the skimmer location
Shift-/ (slash)	Play around an edit.

Lesson Seven objectives

Upon completion of Lesson Seven, “Applying Transitions” in “Final Cut Pro X,” you should be able to complete the following tasks. Five items from this lesson are included in the pool of Level One exam questions; three items from this lesson are included in the pool of Associate-level exam questions. Questions are drawn randomly from the following objectives:

- Apply a video transition
- Use the Transitions Browser
- Modify a transition
- Change parameters in the Inspector
- Search for transitions
- Copy and replace transitions
- Delete transitions
- Create a compound clip
- Add transitions to a storyline and compound clip
- Apply audio transitions

Please note that the Associate Level Exam does not include any questions on compound clips or any of the keyboard shortcuts used in this lesson.

Lesson Seven review questions

After completing Lesson Seven, you should be able to answer the following questions.

1. Name three ways to apply a cross dissolve video transition.
2. If you want to apply the same transition to all clips in your project, what must you do first?
3. If you want to add a transition without changing the duration of your project, what must you do before adding the transition?
4. How can you adjust the duration of a transition in the Timeline?
5. How can you delete all transitions of the same type?
6. How do you change a parameter in the Transition Inspector?
7. How can you copy a transition from one edit point to another?
8. How do you create a compound clip in the Timeline?

Answers

1. Select an edit point and choose Edit > Add Cross Dissolve, or press Command-T. Alternatively, select an edit point, click the Transitions Browser button, and double-click the Cross Dissolve thumbnail in the Dissolves category.

2. With the Timeline selected but before applying a transition, you must press Command-A to select all the clips in the Timeline.
3. In the menu bar, choose Final Cut Pro > Preferences. Click the Editing button, and set the Apply Transitions Using pop-up menu to Available Media. Doing so uses the available handles for the transition and maintains the project duration. The default option, Full Overlap, shortens the project by the length of the transition.
4. Drag the edge of the transition icon. For more precise control, Control-click the transition icon, and from the shortcut menu, choose Change Duration. When the Dashboard highlights in blue, type a new duration, and press Return.
5. Open the Timeline Index. In the search field, enter the name of the transition type that you want to delete. When these transitions are listed beneath the search field, select them all and press Delete.
6. Select a transition and in the toolbar, click the Inspector button, or press Command-4. The parameters you can adjust depend on the selected transition, but you can adjust parameters using a slider, a numerical field, a menu, an image well, or a color well.
7. Select a transition and Option-drag it to a new edit point.
8. Select one or more clips in the Timeline. The selected clips can be any combination of contiguous or noncontiguous clips, compound clips, primary storyline clips, or connected clips. Choose File > New Compound Clip, or press Option-G; or Control-click the selection, and from the shortcut menu, choose New Compound Clip.

Keyboard Shortcuts

Command-T	Apply default cross dissolve
Command-, (comma)	Open Preferences window
Control-R	Render selection
Command-Z	Undo
Shift-? (question mark)	Play around edit point
Command-4	Toggle Inspector open or closed
Command-G	Create storyline
Option-G	New compound clip

Lesson Eight objectives

Upon completion of Lesson Eight, “Working with Sound” in “Final Cut Pro X,” you should be able to complete the following tasks. Four items from this lesson are included in the pool of Level One exam questions; five items from this lesson are included in the pool of Associate-level exam questions. Questions are drawn randomly from the following objectives:

- Monitor and adjust audio levels in the Timeline
- Add sound effects and music
- Adjust audio levels in the Audio Inspector
- Fade audio
- Apply crossfades
- Record voiceovers
- Use auditions
- Correct audio problems
- Add keyframes

Please note that the Associate Level Exam does not include any questions on auditions, keyframing or the keyboard shortcuts used in this lesson.

Lesson Eight review questions

After completing Lesson Eight, you should be able to answer the following questions.

1. Describe three methods you can use to display the large Audio Meters pane in the Timeline.
2. What do yellow audio meters for a clip indicate?
3. How can you adjust the volume of all Timeline clips at one time while preserving each clip’s relative volume?
4. How can you solo one or more clips in the Timeline?
5. How do you preview one of Final Cut Pro’s royalty-free sound effects?
6. How do you set a keyframe on the volume control line?
7. How do you adjust the volume of a clip on the fly during playback?
8. How do you create an audio fade-in or fade-out in the Timeline?
9. How do you adjust the fade options in the Timeline?
10. How do you create an audio crossfade between two clips in a storyline?
11. You created an audition to preview several versions of an audio track. How do you finalize your pick?

12. What tool would you use to automatically correct a clip that includes audio hum?
13. What tool do you use to record your own voiceover, and where do you access it?

Answers

1. In the toolbar, to the right of the Dashboard timecode display, click the Audio Meter icon to open the Audio Meters pane to the right of the Timeline. Choose Window > Show Audio Meters. Press Shift-Command-8.
2. The audio meters change color according to a clip's decibel (dB) level. As the audio level approaches the 0 dB peak, the meter color turns from green to yellow. When the audio level exceeds 0 dB, the meter color turns from yellow to red.
3. Press Command-A to select all clips, then press Control- = (equal) or Control- - (minus) to raise or lower clip volume 1 dB at a time.
4. Select one or more clips in the Timeline, then Control-click one of the clips, and from the shortcut menu, choose Solo, or press Option-S.
5. In the toolbar, click the musical note button to open the Music and Sound Browser. Select the Final Cut Pro Sound Effects folder, and in the lower-right corner of the Browser, double-click a file to preview it.
6. To manually add a keyframe to the volume control line, Option-click the line where you want to place the keyframe. You can drag the keyframe up and down to adjust the volume level, or left and right to change its timing.
7. In the toolbar, click the Inspector button, and click the Audio tab at the top of the window. In the Timeline, play a clip. Drag the Volume slider right or left to increase or decrease the volume. While adjusting on the fly, other audio clips may cut out. They will become audible when you stop adjusting the volume.
8. Drag the fade handles that appear when you place the pointer over the upper-left or upper-right corner of the audio waveform. Drag up and down to adjust the volume, or left and right to change its timing.
9. Place your pointer over the clip's fade handle to select it. Control-click to open the shortcut menu, and choose one of the fade options: Linear, S-curve, + 3 dB, or - 3 dB.
10. Click the edge of the edit point between two clips in a storyline, and choose Edit > Add Cross Dissolve, or press Command-T.
11. In the Audition window, select the clip that you want to finalize, and click Done. In the Timeline, Control-click the clip

and choose Audition > Finalize Audition, or press Option-Shift-Y.

12. Select a clip, and then choose Window > Show Audio Enhancements, or press Command-8. In the Hum category, a red warning sign indicates a 60Hz electrical hum. To fix this, click the Auto Enhance button at the bottom of the Audio Enhancements Inspector.
13. Open the Record Audio window by choosing Window > Record Audio.

Keyboard Shortcuts

Control-= (equals)	Raise the audio volume by 1 dB
Control-- (minus)	Lower the audio level by 1 dB
Command-8	Show or hide Audio Enhancements Inspector
Shift-Command-8	Show or hide the Audio meters
V	Enable or disable a clip for playback
Option-S	Solo selected items in the Timeline
Shift-S	Turn on audio skimming
Option-G	Create a new compound clip
Command-G	Create a storyline from a selection of connected clips
Command-T	Add a cross dissolve to the selection
Y	Open the selected audition
Option-Shift-Y	Finalize an audition
Option-click	Add a keyframe to a clip's volume control
Command-Right Arrow	Move the playhead to the next subframe
Command-Left Arrow	Move the playhead to the previous subframe

Lesson Nine objectives

Upon completion of Lesson Nine, "Working with Titles, Generators, and Themes" in "Final Cut Pro X," you should be able to complete the following tasks. Three items from this lesson are included in the pool of Level One exam questions; two items from this lesson are included in the pool of Associate-level exam questions. Questions are drawn randomly from the following objectives:

- Use the Titles Browser

- Add a lower third
- Display the title safe and action safe zones
- Make changes in the Inspector
- Reposition titles in the Viewer
- Add bumpers and credits
- Import still images to bumper/opens
- Work with generators
- Understand Gap Clips vs. Placeholders
- Explore title themes

Please note that the Associate Level Exam does not include any questions on the keyboard shortcuts used in this lesson.

Lesson Nine review questions

After completing Lesson Nine, you should be able to answer the following questions.

1. How do you open the Titles Browser?
2. How do you insert a title between two clips in the Timeline?
3. How would you superimpose a lower third title over a Timeline clip in the primary storyline?
4. How do you change the text in a title in your Timeline?
5. How do you display the title safe and action safe zones?
6. How do you adjust the color of a title?
7. How would you reposition a title in the Viewer?
8. What is an easy way to find a specific title in the Timeline?
9. How can you find and replace specific text in a title, for example in a long credit roll?
10. What happens when you double-click a generator in the Generators Browser?
11. Why would you use a Placeholder generator instead of a gap clip?
12. How do you assign an image to a drop zone in a theme?

Answers

1. In the toolbar in the upper-right corner of the Timeline, click the Titles Browser button.
2. Drag a title from the Titles Browser to the edit point between the clips. Alternatively, you can insert a title by positioning the playhead where you want to insert the title, selecting the title in the Browser, and pressing W.

3. In the Titles Browser, double-click a title thumbnail. The title is connected over the clip at the playhead position in the primary storyline.
4. In the Viewer, double-click to highlight the text. Type your new text and press Esc.
5. Choose View > Show Title/Action Safe Zones.
6. Select a title in the Timeline and click the Inspector button in the toolbar. Click the Title button at the top of the pane that appears. Click the color tile to open the Colors window and choose a new color.
7. In the Viewer, select the text you want to move, and then drag the position button.
8. Open the Timeline Index and click the Titles tab. When the list of titles appears, click the appropriate title. The playhead moves to the title and automatically selects it.
9. Select the clip and choose Edit > Find and Replace Title Text. In the window that appears, enter the text to find in the Find field and the replacement text in the Replace field. In the "Search in" pop-up menu, choose Selected Title, and then click Replace All.
10. Because generators are often used as backgrounds, double-clicking a generator clip inserts it into the primary storyline. This differs from a title, where double-clicking a title clip connects it to a primary clip.
11. A gap clip simply reserves a specific duration in the Timeline. A Placeholder lets you enter information about the missing clip such as framing, how many people will be in the scene, the background, whether it is an interior shot, a night or day scene, and how many people will be in the scene. You can also add specific notes.
12. In the Inspector, click a drop zone and then click the image in the Event Browser. In the "Select a Source Clip" window that appears, click Apply Clip.

Keyboard Shortcuts

Control-D	Change duration
Shift-Command-I	Import File
Command-C	Copy
Command-V	Paste
Command-4	Open/Close Inspector window

Lesson Ten objectives

Upon completion of Lesson Ten, “Retiming and Transforming Clips” in “Final Cut Pro X,” you should be able to complete the following tasks. Six items from this lesson are included in the pool of Level One exam questions; three items from this lesson are included in the pool of Associate-level exam questions. Questions are drawn randomly from the following objectives:

- Understand Final Cut Pro retiming
- Reverse clip direction
- Change clip speed
- Apply a freeze frame
- Apply speed changes to selection
- Apply rewind and instant replay effects
- Transform and crop clips
- Create keyboard shortcuts

Please note that the Associate Level Exam does not include any questions on the keyboard shortcuts used in this lesson.

Lesson Ten review questions

After completing Lesson Ten, you should be able to answer the following questions.

1. How can you apply a 50% constant speed change to a clip?
2. What indicators show that a clip's speed has been changed?
3. How can you precisely set a custom speed for a clip?
4. How do you reset a speed setting?
5. How do you create a freeze frame?
6. You created a slow motion segment within a clip. How can you quickly adjust the end frame?
7. How do you automatically ramp down the speed of a clip?
8. Where do you access speed presets such as Instant Replay or Rewind?
9. How do you access the Transform controls?
10. How do you crop a clip while maintaining its aspect ratio?
11. What three crop options does Final Cut Pro offer?
12. How do you apply the Ken Burns effect?
13. How do you open the Command Editor to create custom keyboard shortcuts?

Answers

1. In the Timeline, select a clip. From the Retime pop-up menu in the toolbar, choose Slow > 50%. You can also set the speed option in the Modify menu.
2. A blue speed bar in the Timeline indicates an increased speed while an orange speed bar indicates a decreased speed.
3. From the Retime pop-up menu, choose Show Retime Editor, or press Command-R, to display the Retime Editor above the selection in the Timeline. Drag the retiming handle to set the speed that you want.
4. In the Timeline, select a range, a whole clip. Choose Modify > Retime > Reset Speed.
5. Move the playhead to the frame you want to freeze, and from the Retime pop-up menu in the toolbar, choose Hold, or press Shift-H. You can also select this option in the Modify menu.
6. In the Retime Editor, click the triangle next to the speed percentage, and choose Change End Source Frame from the pop-up menu. When the tiny filmstrip icon appears, drag it left or right and watch the Viewer until you see the frame you want to use.
7. Select a clip in the Timeline, and from the Retime pop-up menu in the toolbar, choose Speed Ramp > to 0%. The clip is segmented into four parts with different speed percentages. To customize the speed ramp, drag any one of the four retiming handles to set the speed you want.
8. Choose a preset from the Retime pop-up menu in the toolbar.
9. Click the Transform button in the lower-left corner of the Viewer, or press Shift-T.
10. Select a clip in the Timeline, and click the Crop button in the lower-left corner of the Viewer, or press Shift-C. In the upper-left corner of the Viewer, click Crop. Drag the blue handles at each corner of the clip to maintain the original aspect ratio.
11. Final Cut Pro X includes Trim, Crop, and Ken Burns options.
12. Select a clip in the Timeline. In the Viewer, click the Crop button, and choose Ken Burns as the crop type.
13. Choose Final Cut Pro > Commands > Customize, or press Command-Option-K.

Keyboard Shortcuts

Command-Shift-2	Show/Hide the Timeline Index
Command-R	Show/Hide the Retime Editor
Command-Option-R	Reset speed to clip default

Shift-H	Create two-second hold of the frame at the playhead location
Control-V	Show/Hide the Video Animation menu
Command-Option-K	Open the Command Editor
Shift-T	Activate Transform properties in Viewer
Shift-C	Activate Crop properties in Viewer
Option-K	Set a keyframe at playhead location
Command-Control-R	Reverse speed on selected clip or range

Lesson Eleven objectives

Upon completion of Lesson Eleven, “Applying Effects and Enhancing Color” in “Final Cut Pro X,” you should be able to complete the following tasks. Four items from this lesson are included in the pool of Level One exam questions; two items from this lesson are included in the pool of Associate-level exam questions. Questions are drawn randomly from the following objectives:

- Apply video effects
- Modify effects parameters
- Audition effects
- Animate effects using keyframes
- Apply audio effects
- Understand color correction
- Balance color
- Use the Color Board
- Match colors

Please note that the Associate Level Exam does not include any questions on auditions, keyframing effects, the Color Board or on the keyboard shortcuts used in this lesson.

Lesson Eleven review questions

After completing Lesson Eleven, you should be able to answer the following questions.

1. Describe two ways to apply a video or audio effect.
2. How do you view and disable effects applied to Timeline clips?
3. How do you modify the priority of effects applied to project clips?
4. How do you delete one or more effects from a project clip?

5. How do you copy a customized effect from one clip to one or more clips in the Timeline?
6. How do you activate the graphic controls in the Viewer to modify an effect?
7. How do you create duplicates of a clip so you can audition multiple versions of effects?
8. How can you quickly fade an effect in or out?
9. How do you add keyframes in the Video Animation Editor?
10. How do you automatically color balance multiple clips at once?
11. How do you ensure that all scenes depicting the same location have the same color balance?

Answers

1. Select one or more clips in the Timeline. Then, in the Effects Browser, double-click an effect thumbnail, or drag the thumbnail to the clips in the Timeline.
2. Select the clip in the Timeline. Click the Inspector button in the toolbar, or press Command-4. Click the Video tab, if necessary. To disable an effect, deselect the blue checkbox next to the effects you don't want to view.
3. With the clip selected in the Timeline, in the Video tab of the Inspector, drag the effect title bar above or below another effect.
4. To remove a single effect, click its name in the Inspector, and press Delete. To remove contiguous effects, click the top effect, Shift-click the bottom effect, and press Delete. To remove two or more non-contiguous effects, click one effect, Command-click the additional effects, and press Delete.
5. Select the clip with the custom effect, and choose Edit > Copy, or press Command-C. Now select one or more clips in the Timeline, and choose Edit > Paste Effects, or press Command-Option-V.
6. Select the clip in the Timeline, and then in the Video tab of the Inspector, select the effect you want to adjust. Onscreen controls will appear in the Viewer that allow you to adjust parameters such as Center Point.
7. Control-click the clip in the Timeline, and from the shortcut menu, choose Duplicate as Audition, or press Control-Y. Then click the Audition spotlight next to the clip name to open the Audition window.
8. In the Video Animation Editor, double-click the effect name in the menu. Fade handles appear at either end of a parameter line. Drag right or left to fade an effect in or out.

9. In the Video Animation Editor, double-click the name of the effect you want to adjust. Position your pointer on the parameter line where you want to start or end a change, and then Option-click the parameter line, or press Option-K, to create a keyframe.
10. Select the clips in the Timeline, and choose Modify > Balance Color, or press Command-Option-B.
11. In the Timeline, click to set the playhead at a frame you want to correct. In the Color section of the Video inspector, select the Match Color checkbox. Find a frame with the color balance you want to match, and click to preview that balance applied to the selected clip. To match the current color balance, click Apply Match in the Match Color window.

Keyboard Shortcuts

Command-4	Open Inspector
Command-6	Show/Hide Color Board
Command-7	Show/Hide video scopes (histogram)
Command-C	Copy
Control-A	Show/Hide Audio Animation Editor
Control-V	Show/Hide Video Animation Editor
Option-K	Add a keyframe
Option-Y	Duplicate as audition
Command-Option-V	Paste effects
Y	Open audition

Lesson Twelve objectives

Upon completion of Lesson Twelve, “Exporting and Sharing Your Project” in “Final Cut Pro X,” you should be able to complete the following tasks. Two items from this lesson are included in the pool of Level One exam questions; three items from this lesson are included in the pool of Associate-level exam questions. Questions are drawn randomly from the following objectives:

- Adjust audio peaks
- Conform video levels for broadcast
- Export a QuickTime movie
- Export an audio file
- Publish to iTunes and Apple devices
- Share with the Media Browser
- Publish to YouTube and other video sharing sites

- Export a still frame
- Burn to discs and create an .img file
- Back up projects and Events

Please note that the Associate Level Exam does not include any questions on the keyboard shortcuts used in this lesson.

Lesson Twelve review questions

After completing Lesson Twelve, you should be able to answer the following questions.

1. How would you correct an audio clip that displays red peak indicators for only a few frames?
2. How do you set the Timeline appearance to display video clips as large thumbnails without any audio waveforms?
3. How can you display the video scopes to determine whether an image falls within the broadcast-safe range?
4. How do you view the luma levels in the waveform display to check for broadcast-safe video levels?
5. How do you open the Color Board to prepare your project for output?
6. What does the Share icon in the Project Library indicate?
7. How do you track the progress of an export?
8. How can you post a project on YouTube?
9. How do you set who can view a movie that you post on Facebook?
10. How can you export a still image from a project?
11. How can you create a backup that includes only the media that was used in the project?
12. How can you email a copy of a movie?
13. Why would you want to create a disk image?

Answers

1. Option-click the volume control line in the Timeline to create keyframes that allow you to adjust that specific section of the clip.
2. Below the Timeline, click the Clip Appearance button, and select the fifth clip icon to show only the video display. If necessary, adjust the clip height to see all the clips in the Timeline.
3. Choose Window > Show Video Scopes, or press Command-7. The Viewer splits into two windows, with a smaller Viewer on the right and the video scopes window to the left.

4. From the Settings pop-up menu in the video scopes window, choose Display > Waveform. Then, from the Settings pop-up menu, choose Channels > Luma.
5. In the toolbar, click the Enhancement Menu button, and choose Show Color Board, or press Command-6. In the Color Board, click the Exposure tab.
6. The Share icon next to the project name indicates that the project has been exported or published. This icon also appears next to the project name in the Timeline.
7. After you click Share, click the Share Monitor button that appears under the progress bar to display the export progress. You can also click the Show Info button for additional information, such as percent complete or error warnings.
8. In the Project Library, select the project you want to share, and choose Share > YouTube.
9. Choose Share > Facebook, and click the Options tab. The “Viewable by” pop-up menu offers four options to set who can view your movie on Facebook.
10. Move the playhead to the frame you want to export, and choose Share > Save Current Frame.
11. In the Project Library, Control-click the project, and choose Duplicate Project from the shortcut menu. Select “Duplicate Project + Used Clips Only” to copy the project and only the media used in the project. When this option is selected, a new Event is created, and you must enter a new name for the backup.
12. Select the project, and choose Share > Email. In the Share Email window, choose a movie size and compression from the menus, and then compose a message and send it.
13. A disk image (.img) file is a useful way to share a project, and a convenient way to preserve and archive it as well.

Keyboard Shortcuts

Command-E	Export movie
Command-Shift-8	Show Audio meters
Command-6	Open the Color Board
Command-7	Open the Video scopes
Command-9	Open Background Tasks window
Command-W	Close the Share Monitor window

Taking the Final Cut Pro X certification exam

The Level One certification exam must be taken at an Apple Authorized Training Center (AATC) in a proctored setting. To find the closest AATC, please visit training.apple.com/aatc.

Many AATCs schedule "Certification Exam Sessions" at training.apple.com/schedule. However, if you don't see a session scheduled, you can contact the AATC and they will often schedule one for you. Please note that all AATCs can offer all Mac OS X and Pro Apps exams, even if they don't offer the corresponding course.

If you prefer, you may take the Associate-level exam from home. Please review the section earlier in the document to determine which exam is right for you.

Taking the Associate-level exam

Owners of the Apple Pro Training Series book "Final Cut Pro X" are eligible to take the Final Cut Pro X Associate-level One certification exam online for \$65.00 USD. If you do not have an exam code from this book, you can use the code in the following instructions to take the exam online.

If you do not pass the exam on the first try, retake instructions are included in the results email, so do not discard this email. Retakes are \$65. You can only take the exam once per week, so please plan accordingly.

Please note that you may not use any study materials, including the book, or open the Final Cut Pro X application while taking your exam.

1. Go to ibt.prometric.com/apple on a system that meets the minimum system requirements: Mac OS X 10.6 or higher, Safari 3.2.2 or higher (other browsers are not fully supported) and a Cable / DSL / broadband connection. If your system does not meet the requirements, you are not eligible to take the exam online and will need to take it at an AATC.
2. Follow the steps in this short [video](#), and enter **FCPXASCPP** in the Private Tests box when asked.

Prometric Exam FAQs

Please visit training.apple.com/certification/faq for a list of Frequently Asked Questions. If you do not find the answer to your question, then [email us](#). Please allow at least two business days for a response.