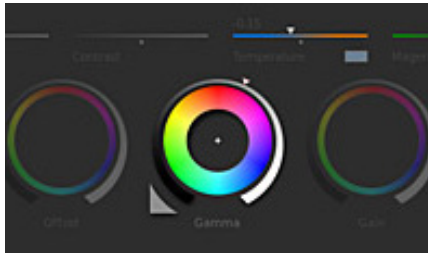




Speedgrade CS6 Course Outline





Duration: 1 Day

Related Courses:

Premiere Pro, Photoshop, Encore, Audition, Final Cut Pro, Motion, Colour

Course Overview and Objectives

SpeedGrade CS6 colour grading software brings the Lumetri Deep Colour Engine to your production workflow. Open the full dynamic range of your footage through a sleek new interface. Learn how this new component of Creative Suite CS6, SpeedGrade gives you the power to push your stories further, in more dynamic, cinema quality, high-definition colour. Find out more about how you can deploy the Lumetri Deep Colour Engine, powerful layer-based grading with GPU-accelerated performance, and other top features in the new professional colour grading software in your video workflow.

Extend your production capabilities with this highly acclaimed, powerful stereoscopic colour-correction toolset. Craft the perfect look for every scene with floating-point precision.

Pre-requisites:

A working knowledge of editing and compositing.

Speedgrade CS6 Course Outline

Exploring the workspace

- Exploring the timeline
- Exploring the workspace
- Display resolution for playback
- Adjust display aspect ratio
- Image analysis tools
- Working with keyframes

Speedgrade workflow

- Loading footage
- Apply colour grading
- Render out content
- Special tools and workflows

Colour grading a clip

- Select a clip
- Apply a primary colour grade
- Apply a secondary colour grade
- Render a graded clip

Colour grading a sequence

- Load an EDL
- Reconnect the source clips in the reels
- Create a grading clip
- Apply colour grades to a grading clip
- Apply a grading clip to additional video clips
- Render a graded sequence

Colour grading techniques

- Balance blacks and whites
- Adjust gamma
- Adjust colour temperature
- Grade a specific tonal range
- Apply filters and effects
- Work with masks
- Track a masked object through a shot
- Adjust the framing of shots with pan and scan
- Grade a specific colour range

Managing looks

- Working with Looks
- Share and reuse looks

Rendering your Speedgrade projects

- Create proxy files for offline editing
- Saving an Edit Decision List