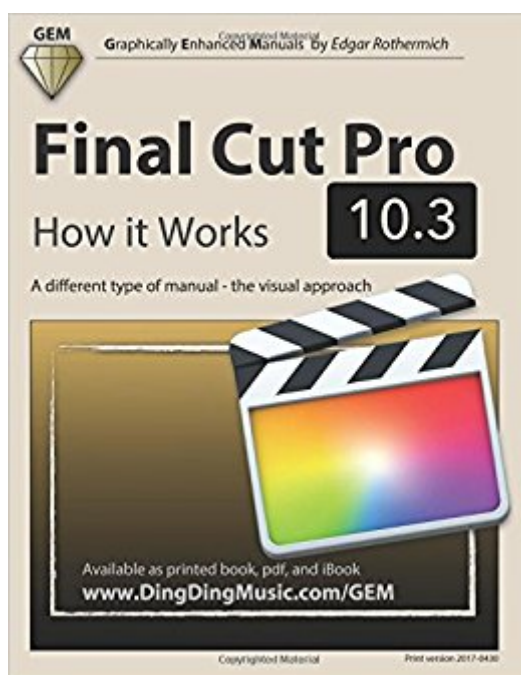The book was found

Final Cut Pro 10.3 - How It Works: A Different Type Of Manual - The Visual Approach

Synopsis

This book is also available as a pdf download for $16 from my website DingDingMusic.com/Manuals   The first full-featured Final Cut Pro 10.3 Book   "Final Cut Pro 10.3 - How it Works" explains the new version of Final Cut Pro X in great details with lots of graphics and diagrams that are not found in any other publication or any videos. This is a completely revised and extended version of the previous best-selling books "Final Cut Pro X - How it Works" and "Final Cut Pro X - The Details" with in-depth explanations of all the new features like Roles and Lanes, plus unique illustrations on how metadata-based audio works in Final Cut Pro. Also, it show the complete Touch Bar functionality and integration. Unlike the previous two books, "Final Cut Pro X - How it Works" and "Final Cut Pro X - The Details", this new book, "Final Cut Pro 10.3 - How it Works", covers the entire content of Final Cut Pro X on 443 pages in full color and letter size format. This book provides the easiest and fastest way to learn Final Cut Pro X, but also understand its unique concepts.   What areÂ Graphically Enhanced ManualsÂ (GEM)?   They're a new type of manual with a visual approach that helps you UNDERSTAND a program, not just LEARN it. No need to read through 500 of pages of dry text explanations. Rich graphics and diagrams help you to get that "aha" effect and make it easy to comprehend difficult concepts. The Graphically Enhanced Manuals help you master a program much faster with a much deeper understanding of concepts, features and workflows in a very intuitive way that is easy to understand. Testimonials: Readers love this unique way of learning applications no matter how easy or complicated the app might be. Here are some responses from satisfied customers: "I wish all the manuals on software were like yours!" - Giovanni C."You have the gift of making difficult concepts understandable" - William B."Your style is the most informative and clear I have ever seen" - Mark D."Great stuff Edgar! I bought your other Logic GEM books and love em..." - freeform"Thank you so much for your fantastic guides; I've learned so much!" - Brandon B."I love your manuals." Â - Eli.Â "Love your writing!" - Magnus N"Your book is awesome" - Geoff S."I am really impressed by the quality and the user-friendliness of the book" - GiovanniÂ "I cannot praise you enough, you are great at this" - Scot C."Thanks for a fantastic series of books - just what the doctor ordered." - Peter W."Many thanks for the effort you put into these books. A true gem". - Alan M

Book Information

Paperback: 444 pages

Publisher: CreateSpace Independent Publishing Platform (March 30, 2017)

Language: English

ISBN-10: 1544853505

ISBN-13: 978-1544853505

Product Dimensions: 8.5 x 1 x 11 inches

Shipping Weight: 2.8 pounds (View shipping rates and policies)

Average Customer Review: 4.2 out of 5 stars 8 customer reviews

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Customer Reviews

Finally, some great instructional material for the latest version of Final Cut Pro 10.3. High quality printing with fabulous color screen shots to make it all clear as mud. The program is pretty deep and complex, so, you better invest in one of the best books that I currently know of. If you use the program, better get the book.

Well written books and GREAT for newbies.

Super good!

This is MORE than I'll ever need, as I am a novice to editing. I went through the lessons once and got to page 125, at which point I found myself in over my head. Then I started again and made it to about page190. I still haven't arrived at a place in the book where I can learn some basic ways to control the audio. or apply transitions and titles.I could skip to those chapters, but the lessons are very sequential, and if ALL the work has not been performed prior to a lesson, it's unlikely the average user can perform the required steps found later in the book. At least I couldn't!It is a very good book, and the directions are very clear, but because of the sophistication of the software, it gives the average consumer more information than he/she will probably ever need and overloads the Just-Getting-Started Learner. I do wish there was a book that took a user through the program, showing how to construct a video story using all the elements (clips, images, sound, b-roll, music, titles, and transitions) at the most basic of levels. Then this book could act as the next step, or serve as the perfect reference book when the user was ready to advance.Maybe Mr. Rothermich could be talked into writing a baby version.

I've been using FCP since the day it came out. I've also been a software developer for almost 40 years. THIS is how documentation should be written! True, I personally knew most of the stuff in this book, but it is equally true that I found things that were new to me, and/or which became much clearer. If you're new to FCP, this is the one book to have.Highly recommended.

Simply a great way to learn FCPX. Both a well organized and clear review of operations, and also an outstanding source of insightful comments and observations that will help move you from beginner onto greater mastery.For example, his handling and description of the Timeline was very helpful to me. We all know that the timeline is where our projects are laid out and created, but Edgar helps us to understand how a Clip (in the library) is distinct from a clip on the Timeline, and how the edits we apply to them are distinct.If you are looking for a great way to learn FCPX, this is an fantastic resource.

This is an incredibly effective book that covers a wide range of topics with the most recent update of FCPX. The writing is clear and the quality of instruction is exemplary. There is a great deal of power and flexibility in FCPX; having a resource such as this book to help the reader unlock the potential of the software makes the program far more valuable and the user more productive in a shorter timeframe.

Maybe if you already know what you are doing you could figure this out.

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