

Motion 101

Introduction to Motion 5



Create brilliant titles, transitions, effects, and more with Motion 5, the motion graphics companion to Final Cut Pro X. This three-day, hands-on course starts with motion graphics fundamentals and moves into compositing, animation, and the world of 3D. Explore new intelligent templates to quickly and flexibly create high-quality effects, titles, transitions, and generators as well as create rigs to adjust related parameters with a single control.

Instead of being offered over three consecutive days, some Apple Authorized Training Centers (AATCs) offer this course in a Prime Time delivery model. The class is divided into three-hour seminars to allow working professionals to take the course without interrupting their busy schedules.

Who Should Attend

This class is designed for students who are looking to learn more about creating motion graphics using Motion and who prefer hands-on, interactive instruction.

What You Will Learn

- Creating Smart Motion Templates and publishing them to Final Cut Pro X.
- Creating parameter rigs to quickly adjust related parameters with a single control.
- Understanding behavior-based animation.
- Using keyframes to create animation.
- · Creating content with Generators, shapes and paint strokes.
- Stabilizing and tracking media.
- Animating cameras and using advanced 3D features.

Prerequisites

Students should have the following prerequisite knowledge prior to attending the course:

- Knowledge of OS X and basic computer navigation
- Basic knowledge of editing and motion graphics terminology is highly recommended

Course Outline

Day 1

Getting Around in Motion

Following a New Paradigm, Opening Motion, Importing Video, Setting a Play Range, Transforming and Duplicating a Clip, Adding Effects, Hiding and Showing the Project Pane, Stylizing with Filters, Framing with a Mask, Compositing with a Blend Mode, Adding Text, Animating with Text, Using Library Content, Arranging Layers, Using Function Keys, and Outputting Projects

Building a Composite

Setting Up a Project, Creating a Background Using the Inspector, Using Photoshop Files, Compositing with Blend Modes and Filters, Editing in Motion, Making Overwrite Edits, Managing Timeline Tracks, Applying Masks and Using Clones and Importing Motion Projects

Creating Animation with Behaviors

Adding Basic Motion Behaviors, Stacking Behaviors, Using Basic Motion Behaviors in 3D, Using Simulation Behaviors, Applying Parameter Behaviors, Cloning a Group and Combining Behaviors and Adding a Light

Animating with Keyframes

Recording Keyframes, Changing Keyframes Interpolation, Setting Keyframes Manually, Using Keyframes on Multiple Parameters, Working with Multiple Keyframe Curves and Animating Crop with Keyframes

Creating Content with Generators, Shapes and Paint Strokes

Drawing Shapes, Creating a Background with a Generator, Searching for Content, Modifying Animated Content, Masking with Images, Importing Vector Graphics, Working with Paint Strokes, Using Shape Behaviors and Using the Bezier Tool

Day 2

Creating Text Effects

Creating, Formatting and Styling Text Layers, Saving and Applying Text Style Presets, Duplicating, editing and Aligning Text Layers, Applying Text Behaviors, Using the Glyph Tool, Saving a Text Animation Favorite and Adding Motion Blur

Working with Particle Emitters and Replicators

Using Emitters to Make Particle Systems, Adjusting Emitter and Cell Controls in the Inspector, Adding Cells, Using Emitters from the Library, Replicating Elements and Modifying Replicator Presets

Using Audio

Importing Audio, Setting Markers and Keyframes in the Audio Editor, Working with Audio and Video, Editing to the Beat and Animating with Audio

Speed Changes and Optical Flow

Creating Constant Speed Changes, Using Frame Blending and Optical Flow, Creating Speed Ramps with Keyframes, Creating Speed Effects with Retiming Behaviors and Using Time Filters

Stabilizing, Tracking and Keying

Tracking and Stabilizing a Shot, Keying Greenscreen Footage, Creating Garbage Masks, and Correcting Color for Seamless Compositing

Day 3

Publishing Smart Templates for Final Cut Pro X

Setting up the Final Cut Pro Project, Working with Effects Presets, Modifying Effects
Presets, Creating Smart Motion Templates, Completing the Animation, Using Build In and Build
Out Markers, and Publishing Parameters

Rigging and Publishing Widgets

Rigging a Checkbox Widget, Modifying, Testing and Publishing a Widget, Deconstructing a Transition Project, Rigging a Pop-up Widget, Using the Link Parameter Behavior, Creating a Final Cut Effect, Rigging the Slider Widget and Publishing Widgets and Parameters

Building a 3D Scene

Making 3D Transformations in the Canvas, Converting 2D Groups to 3D, Adding and Working with Cameras, Arranging and Modifying Groups and Layers in 3D Space and Mixing 2D and 3D Groups

Animating Cameras and Using Advanced 3D Features

Animating a Camera with Behaviors, Using Advanced 3D Features, Working with Depth of Field, Turning on Reflections, Using Lights and Shadows and Exporting Advanced 3D Features

Certification Exam

Students take an end user exam to earn Apple Certified Pro, Motion 5 Level One status.

How to Register

Check the <u>course schedule</u> for a list of courses available for registration at <u>Apple Authorized</u> <u>Training Centers</u> worldwide.

Build Credibility. Get Certified.

- Demonstrate your knowledge by passing the Motion 5 Level One exam and earning <u>Apple</u>
 Certified Pro Motion 5 Level One certification.
- Apple Authorized Training Centers offer exams either as part of the course or separately.

Learning Options

The book for this course is <u>Apple Pro Training Series</u>, "Motion 5," by Mark Spencer. Save 30% by using coupon code PP-APL-DISC. <u>Click here</u> for availability in other languages.