

Apple MOTION - Apple Pro Certification

3 Day Course

This three-day, hands-on course will familiarise delegates with Motion, Apple's revolutionary software for motion graphics design. This comprehensive course covers working with Motion's Real-Time Design engine and interface, behavior-based animation, parameter behaviors, blend modes, advanced particle system design, advanced title animation, working with templates, chroma key techniques, masking methods, advanced 3D features, working with audio, keyframing, and integration.

Who should attend?

This course is designed for delegates who are looking to learn more about creating motion graphics using Motion and who prefer hands-on, interactive instruction. Delegates should have an understanding of the Macintosh operating system and have a working knowledge of Final Cut Pro.

The course on each day runs from 9.30 am to approximately 4.30pm.

COURSE CONTENT

• Day 1

• Getting around in Motion

- Following a New Paradigm
- Opening Motion
- Importing Video
- Setting the Play Range
- Transforming & Duplicating a Clip
- Adding Effects
- Stylizing with Filters
- Framing with a Mask
- Animating with Behaviors
- Compositing with a Blend Mode
- Using Library Content
- Adding and Animating Text
- Using the Function Keys

• 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
- Importing Motion Projects

• Working with Templates

- Using the Template Browser
- Working with Drop Zones and Text
- Modifying a Template
- Converting a Project to a Template
- Saving Templates
- Using Master Templates in Final Cut Pro

• Using Motion with Final Cut Pro

- Final Cut Pro to Motion and Back: the Workflow, Building an Animated Lower Third, Creating a 3D Spin Effect, Fading Text
- Completing the Round Trip: Returning to Final Cut Pro, Sending Motion Graphics and Effects from Final Cut Pro to Motion, Sending Clips with Effects, Cleaning Up a Motion Project, Adding and Animating Title Graphics

• Sharing Your Project

- Sharing Projects
- Exporting Projects
- Saving & Sharing Project Components
- Using Favorites
- Saving to the File Browser

- Understanding behavior-based animation and templates
- Working with blend modes
- Advanced particle system design
- Working with templates
- Masking methods
- Keyframing techniques
- Integration with other Final Cut Studio applications

What will I learn?

For more information or to book a course please call 01926 436938

Apple MOTION - Apple Pro Certification 3 Day Course (continued)

COURSE CONTENT

• Day 2

• **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
- Animating Crop with Keyframes

• **Create Content with Generators**

- Shapes and Paint Strokes
- Working with Video
- Creating a Background with a Generator
- Animating a Background
- Understanding Fixed Resolution using Shapes
- Using Shape Behaviors
- Creating a Vignette Effect
- Working with Paint Strokes
- Using the Bezier Tool

• **Creating Text Effects**

- Creating, Formatting & Styling Text Layers
- Saving & Applying Text Style Presets
- Duplicate, edit & Aligning Text Layers
- Applying Text Behaviors
- Animating Using the Adjust Glyph Tool

- Saving a Text Animation Favorite
- Adding Motion Blur

• **Working with Particle Emitters and Replicators**

- Using Emitters to Make Particle Systems
- Adjust Emitter & Cell Controls in the Inspector
- Adding Cells
- Using Emitters from the Library
- Replicating Elements
- Modifying Replicator Presets

• **Using Audio**

- Importing Audio
- Setting Markers and Keyframes in the Audio Editor
- Working with Audio and Video
- Edit to the Beat & Animate with Audio

• Day 3

• **Speed Changes & Optical Flow**

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

• **Stabilising and Tracking**

- Setting Up the Project
- Creating a Wide-Screen Matte Stabilizing a Shot
- Creating a Match Move
- Animating a Mask
- Color-Correcting a Shot

• **Keying**

- Preparing the Background Plate

- Keying the Sho and Refining the
- Composite

• **Building a 3D Scene**

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

• **Animating Cameras and USING Advanced 3D Features**

- Animating a Camera with Behaviors
- Animating a Camera with Keyframes
- Using the Walk Camera Tool
- Using Advanced 3D Features
- Working with Depth of Field
- Turning on Reflections
- Using Lights and Shadows
- Exporting Advanced 3D Features

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