

Training Course: 2 day Advanced Apple Motion

Apple Motion is a powerful and intuitive application for creating motion graphics and visual effects in real time that is part of Apple's Final Cut Studio.

This course follows on from the 2 or 3 day introduction and has a heavy focus on particles, replicators, text and cameras. This course also looks at workflow and stopping it all slowing down by isolating layers, adjusting settings and tweaking the animation with overlapping behaviors and keyframe interpolation.

Generators

- Creating and Animating Generators
- Replicators Attached to Outlines
- Sequence Replicator Recording
- Realtime recording of changes

Creating Particles

- Colors in Particle Systems
- Adding Dimensions to Particles
- Changing Emitter Direction
- Generating Random Seeds
- Using the Gravity Behavior
- Making an Attractor
- Adding Color to Particles
- Exploring the Particle Cell
- Ranges in the Particle Cell
- Replacing Emitter Objects
- Creating Physics Effects

Text and

- Creating & Stylizing Text
- Text on a Path
- Text Behaviors
- Extruding Text to create 3D Text
- Adjusting Text Styles
- Adjust Glyph tool
- Sequence Text Behavior

Preferences

- General & Appearance Preferences
- Project & Canvas Settings
- Creating Favorites

Parameter Behaviors

- Average MIDI Negate and Oscillate
- Rate Reverse Randomize Wiggling
- Parameter Behaviors on Parameter Behaviors

Isolating Layers

- Changing Views without Affecting the Camera
- Planning Camera Moves & Cutting Between Cameras
- Understanding the Active Camera View
- Positioning Cameras in 3D Space
- Stacking and sequencing Cameras
- Hiding Cameras

The Framing Behavior

- Reframing the Frame
- Customising the Camera Path
- Adjusting the Scene Framing

The Dolly, Sweep & Move Behaviors

- Dolly Moves with Keyframe
- Scaling or Dollying the Camera
- Duplicating, Trimming & Moving Behaviors
- Applying and Adjusting the Move Behavior
- Using Multiple Move Behaviors and overlapping

Keyframes

- How Keyframes and Behaviors Work Together
- Keyframe Interpolation
- Scaling and Repositioning Keyframes
- Enabling & Adjusting Depth of Field
- Using the Focus on Object Command
- Using the Focus Behavior
- Viewpoint vs. Framing Cameras
- Angle of view

Audio

- The Audio Parameter Behavior and it's settings
- Sweeping the camera 360 degrees around
- Using Midi to control parameters

Others

- Creating Mattes for FCP
- Using Gestures