

Training Course: 2 day 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 comprehensively covers working with Motion's Real-Time Design engine and interface, behaviour-based animation, parameter behaviours, blend modes, particle system design, title animations, working with templates, chroma key techniques, masking, working with audio, keyframing, and Final Cut Studio integration.

Day 1

A Tour of Motion

- Getting to know the interface
- Shortcuts and Tools
- Importing Footage
- Setting the Play Range
- Temporal & Spatial Zooming
- Adding Layers
- Applying Behaviors
- Using the Motion Path Behaviors
- Applying Filters
- Soloing RAM Previews
- Freezing Tracks
- Deactivating Behaviors and Filters
- Rendering Saving & Autosave

Generators

- Applying Generators from the Library
- Working in the Inspector
- Working with Gradients
- Using Sliders and Image Wells

Groups, Layers and Blend Modes

- Building a Multi-Layered Composite
- Navigating the Layers Tab
- Filters and Behaviors in the Layers Tab
- Modifying Blend Modes
- Grouping and Collapsing

Creating Text Effects

- Creating & Formatting Text
- Working with Text Parameters
- Sequencing Text
- Animating Text on a Path

Using Templates

- Using Motion's Templates
- Accessing Template Elements
- Creating Your Own Templates
- Templates Interacting with Final Cut Pro

Keyframing

- Setting Keyframes Manually
- Recording Animation Shortcuts & modes
- Working with Keyframes in the Timeline
- Working in the Keyframe Editor
- Animating Filters with Keyframes

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Day 2

The Third Dimension

- Converting from 2D to 3D
- Getting Around in 3D
- Arranging Layers with Depth
- Mixing 2D and 3D Layers
- Adding cameras and lights to a 3D scene
- 3D Texture Properties
- Working with Behaviors in 3D
- Understanding 'Z-space' and '2½ D' animation
- Setting up and using a multiview interface
- Using 3D scene icons and reference points
- Using camera and perspective views
- Using behaviors to animate a camera
- Understanding camera perspective
- Ambient, spot, point, and directional lights
- Placing new layers into a 3D scene

Particles and Parameter Behaviors

- Building Particles from a Movie, Graphic or Shape
- Refining a Particle System
- Adding Colour
- Changing Rotation, Spin & Scale
- Birth, Life & Death parameters
- Multiple Particles
- Emitter Shapes
- Modifying Particle Behaviors
- Particles in 3D Space
- Moving Particles with Simulation Behaviors
- Using Parameter Behaviors

The Replicator

- Replicating a Movie, Graphic or Shape
- Adjusting the Replicator Shape
- Modifying Columns, Rows and Ranks.
- Applying the Sequence Replicator Behavior

Painting in Motion

- Basic Painting
- Write-on Effect
- Customizing Brushes
- Changing Stroke Properties over Life
- Creating 3D Effects with Paint Strokes

Keying, Mattes and Masks

- Keying a green screen
- Using the Primatte RT keyer
- Treating the Edges
- Creating a Garbage Matte
- Keyframing the Garbage Matte
- Rotoscoping with the B-spline Tool
- Masks and Image Masks

Tracking and Match move

- Tracking Defined
- Smoothing Footage
- Match move