



Motion 4 training – 4 days

Motion is a powerful motion graphics tool bundled with Final Cut Studio. The comprehensive Motion 4 training course is designed for editors and special effects artists who need to take special effects, animation and motion graphics to the next level.

Lesson 1: Getting Around in Motion

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

Lesson 2: 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

Lesson 3: Working with Templates

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

Lesson 4: 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

Lesson 5: Sharing Your Project

Sharing Projects, Exporting Projects, Saving and Sharing Project Components, Using Favorites and Saving to the File Browser

Lesson 6: Creating Animation with Behaviours

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

Lesson 7: 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

Lesson 8: Creating 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 and Using the Bezier Tool

Lesson 9: Creating Text Effects

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

Lesson 10: 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

Lesson 11: 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

Lesson 12: 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

Lesson 13: Stabilizing and Tracking

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

Lesson 14: Keying

Preparing the Background Plate, Keying the Shot and Refining the Composite

Lesson 15: 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

Lesson 16: 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 and Exporting Advanced 3D Features

The course is priced at R5850,00. (Optional manual for revision and reference is available at R550,00).



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