



## **Motion editing with Final Cut Studio 3 – 1 day**

### **Course description Motion 3: An introduction.**

1. Opening Motion
2. Getting to know the Motion workspace
3. Setting a play range
4. Adding objects
5. Creating behaviours
6. Applying filters
7. Motion tracking
8. Understanding groups, objects and layers
9. Ram preview and export options with FCP round tripping
10. Designing templates with drop zones for FCP editing
11. Converting objects to 3D
12. Adding a third dimension (z-space)
13. Moving using onscreen controls and animation mode
14. Adjusting for multiple 3D work views
15. Adding and animating lights
16. Animating the camera

Price: R1500,00

## Who should attend Introduction to Motion Editing training

Editors who have completed FCP101 training or have at least 6 months experience using FCP and have exhausted the effects filters offered with FCP. Motion graphics artists, promo directors, logo designers and editors who are required to create high end graphics and FX for FCP projects will benefit from this training.

## What will I learn

The objective of this one day training course is to familiarize editors with the interface of Motion and how to incorporate it's extensive fx capabilities to enhance FCP projects with layers, groups and title effects.

Completion of this course will equip editors with an understanding of Motion's capabilities as a comprehensive special effects platform and the knowledge base required to experiment further with self paced training.

