



Apple Motion 5:

Motion 101: Introduction to Motion

Course Outline



Digital Training & Designs, Inc.

Prerequisites:

Basic video editing knowledge and experience with a digital video editing software program.

Who Should Attend:

This course is designed video editing professionals looking for essential understanding of Apple Motion to create motion graphics and finishing effects.

Course Duration:

3 days. Class time is 9:00 am – 4:30 pm.

- There is an hour for lunch, and two scheduled breaks during the day. Students provide their own lunch.

Certification:

The Apple Training & Certification programs are designed to keep you at the forefront of Apple's digital media technology. Certification creates a benchmark to assess your proficiency in a specific Apple Pro application. By taking and passing an exam, you earn Apple Certified Pro status, which allows you to distinguish yourself to colleagues, employers, and prospective clients as a skilled user of the chosen application. Certification gives you a competitive edge in today's ever-changing job market.

Included with the class is the Motion test (a \$150 value) for Apple certification. You can take the test on one of our scheduled testing days, or schedule with the instructor if you can't make the scheduled testing day.

Related Training:

 Apple Final Cut Pro X

Apple Motion 5

Motion is an incredibly powerful graphics animation software package that allows you to create stunning visual graphics and special effects. In this three-day class students are given an introduction to Apple Motion through the completion of several projects. This course assumes the student is already familiar with video and digital video concepts and has used digital editing software such as Apple Final Cut Pro. Additionally, some previous experience with Adobe Photoshop is also helpful.

Instructor

Our instructor, Tony Huet is the Director of Training at Digital Training & Designs. Tony's vast experience in photography and videography inform his deep background knowledge of the industry. Having instructed for 15+ years, he has a genuine knack for relating to his students to discern their needs and to orient his classes to fill their skills and knowledge gaps. Tony is Adobe certified to teach Adobe Premiere, Adobe After Effects, and Adobe Encore. He is Apple certified to teach Final Cut Pro, DVD Studio Pro, Motion, Color and Soundtrack Pro. In June of 2008 Tony earned his Master Trainer certification from Apple. Tony co-authored the book "Apple Pro Training Series: Motion 3" and worked with Adobe writing questions for the Adobe Premiere and Adobe After Effects certification tests.

This outline is flexible and may change to accommodate student skills and interests.



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Getting Around in Motion

- Following a New Paradigm
- Opening Motion, Importing Video, Setting a Play Range
- Transforming and Duplicating a Clip, Adding Effects, Hiding and Showing the Project Pane
- Stylizing with Filters, Framing with a Mask, Compositing with a Blend Mode
- Adding Text, Animating with Text, Using Library Content, Arranging Layers, Using Function Keys, and Outputting Projects

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

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 and Animating Crop with Keyframes

Creating Content with Generators, Shapes and Paint Strokes

- Drawing Shapes, Creating a Background with a Generator
- Searching for Content, Modifying Animated Content
- Masking with Images, Importing Vector Graphics
- Working with Paint Strokes, Using Shape Behaviors and Using the Bezier Tool

Creating Text Effects

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

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

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

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

Stabilizing, Tracking and Keying

- Tracking and Stabilizing a Shot
- Keying Greenscreen Footage
- Creating Garbage Masks, and Correcting Color for Seamless Compositing

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Authorized
Training Center

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Publishing Smart Templates for Final Cut Pro X

- Setting up the Final Cut Pro Project
- Working with Effects Presets
- Modifying Effects Presets
- Creating Smart Motion Templates
- Completing the Animation
- Using Build In and Build Out Markers, and Publishing Parameters

Rigging and Publishing Widgets

- Rigging a Checkbox Widget
- Modifying, Testing and Publishing a Widget
- Deconstructing a Transition Project
- Rigging a Pop-up Widget, Using the Link Parameter Behavior
- Creating a Final Cut Effect
- Rigging the Slider Widget and Publishing Widgets and Parameters

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

Animating Cameras and Using Advanced 3D Features

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

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