



Motion 101

An Introduction to Motion 4

Designing and Animating Motion Graphics in Final Cut Studio

To Register

Check the course [schedule](#) for a list of classes available for registration at [Apple Authorized Training Centers](#) (AATCs) worldwide.

Build Credibility. Get Certified.

This course covers the requirements to become an Apple Certified Pro, Motion 4 Level One. To register for the exam, please consult with your nearest [AATC](#).

This certification also counts towards [Final Cut Studio Master Pro](#) certification which recognizes competency with the entire Final Cut Studio product suite.

What you will learn

- Understanding behavior-based animation
- Working with blend modes
- Advanced particle system design
- Working with templates
- Masking methods
- Keyframing techniques
- Integration with other Final Cut Studio applications

Course Description

This three-day, hands-on course will familiarize students with Motion, Apple's revolutionary software for motion graphics design. This comprehensive course covers working with Motion's Real-Time Design engine and interface, behavior-based animation, parameter behaviors, blend modes, advanced particle system design, advanced title animation, working with templates, chroma key techniques, masking methods, advanced 3D features, working with audio, keyframing, and integration.

The book for this course is [Apple Pro Training Series](#), "Motion 4," by Mark Spencer.

Who Should Attend?

This class is designed for students who are looking to learn more about creating motion graphics using Motion and who prefer hands-on, interactive instruction. Also desirable are an understanding of the Macintosh operating system and basic computer navigation.

Prerequisites

Students should have the following prerequisite knowledge prior to attending the course:

- Basic knowledge of the Macintosh OS
- Basic knowledge of motion graphics terminology is recommended

Course Outline

Day 1

Topic	Description
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, Stylizing 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

Day 2

Topic	Description
Lesson 6 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
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

Day 2 - Continued

Topic	Description
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

Day 3

Topic	Description
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 Sho 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
Certification Exam	Students take an end user exam to earn Apple Certified Pro, Motion Level One status

For More Information

Please visit <http://training.apple.com/training/> for more information about Apple Pro Training courses and certification.