



<http://www.multimediacentre.co.za>

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## Apple Motion level 1 course content (3-day)

### **Course Description:**

Motion is an incredibly powerful graphics animation software package that allows you to create stunning visual graphics and special effects. In this three-day course 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.

### **Course Outline:**

#### **Motion Fundamentals**

- Understanding how Motion loads and handles media items
- How the Graphic Processing Unit is used to display animation
- Using the Real Time playback capabilities while modifying a layer's parameters
- Using and understanding the Motion interface
- Comparing the mini-timeline vs. the full timeline

## **Creating Animations**

- Using behaviors to create animations without using keyframes
- Adjusting layer In/Out points using the mini-timeline
- Sliding layer content in the mini-timeline
- Using groups to organize content
- Copying and Pasting behaviors
- Using different behavior types: Basic Motion, Simulations, and Text behaviors
- Creating and using shapes
- Animating text with preset behaviors
- Creating text animation with the sequence text behavior
- Motion path animation

## **Keyframing**

- Understanding the different keyframe creation modes
- Using real-time keyframe recording
- Understanding and using 'record keyframes for all parameters' and 'record keyframes on animated parameters only'
- Using Bezier and linear spatial keyframe interpolation
- Using Bezier and linear temporal keyframe interpolation
- Using other keyframe interpolation modes
- Using the keyframe editor to modify an animation curve and create custom interpolation
- Creating and using keyframe favorites

## **Parameter Behaviors**

- Understanding parameter behaviors
- Applying parameter behaviors to create animations without keyframes
- Modifying parameter behaviors
- Understanding the random seed value
- Creating and using parameter behavior favorites
- Controlling duration
- Using the audio parameter behavior

### **Three Dimensional Motion**

- Enabling 3D motion layers
- Understanding 'Z-space' and '2½ D' animation
- Setting up and using a multiview interface
- Using 3D scene icons and reference points
- Understanding preset reference views
- Using camera and perspective views
- Adding cameras and lights to a 3D scene
- Using behaviors to animate a camera
- Understanding camera perspective
- Working with ambient, spot, point, and directional lights
- Placing new layers into a 3D scene

### **Keying and Masking**

- Understanding color keying
- Using the Primatte RT keyer
- Creating masks
- Using the Bezier and B-Spline mask tools
- Controlling edges with matte chokers

### **Motion Tracking, Stabilization, and Match Move**

- Understanding motion stabilization
- Applying and using the stabilization behavior
- Manually adding a tracking point to footage
- Matching layer motion to a tracking point