

Course description

This two day course is designed to provide a comprehensive understanding of Motion, Apple's powerful motion graphics design application. The course covers interface fundamentals, behaviour-based animation, parameter behaviours, blend modes, advanced particle system design, advanced title animation, working with templates, chroma key techniques, masking methods, DVD motion menu design, tablet-driven gesture UI techniques, working with audio, keyframing and integration.

This Apple authorised course provides a detailed insight into the features and functionality of Motion. If you want to create a tailored course adapted to your specific requirements, please give us a call.

Having completed this course, you are eligible to take the Apple Pro Level One Certification Exam - please call for further details.

Course information

Course duration Two days

Course cost

Public scheduled course: £675 plus VAT per person.
This course runs as a public scheduled course on a regular basis.
Please call 020 7359 9855 or visit www.mediatraining.ltd.uk for dates.

Private course: £990 plus VAT for two days of individual tuition.
£1,490 plus VAT for two delegates.
£1,870 plus VAT for three delegates.
Each additional delegate: £175 plus VAT.

Course location

We have two fully equipped training centres in central London; one is in Highbury and Islington (one stop from Kings Cross) and one next to Waterloo station. We can also run courses onsite at your offices if you prefer.

Pre course requirements

There are no pre-course requirements.

Post training support

The cost of the course includes lunch, course notes to take away, a certificate and six months telephone Helpline support.



DAY ONE

Introduction

Getting started

- The Apple Pro Certification program

A tour of Motion

- Hot keys
- Gestural input
- Importing footage
- Setting the play range
- Adding layers
- Cloning and instancing
- Applying behaviours
- Using the Motion Path behaviours
- Soloing RAM previews
- Freezing tracks
- Deactivating behaviours and filters
- Particle simulations
- Adding a third dimension and using Autosave

Generators and Particle Presets

- Applying generators from the library
- Motion-blur dependent presets
- Core image content
- Working in the Inspector
- Working with gradients
- Using Hotboxes and Sliders
- Using image wells
- Rendering and asset management

Groups, layers and blend modes

- Creating multi-layered composites
- Navigating the layers tab
- Creating text
- Modifying blend modes
- Nesting and collapsing
- Working in Float Space

The third dimension

- Converting from 2D to 3D
- First Person Shooter navigation
- Adding lights
- 3D texture properties
- Working with behaviours in 3D

Using templates

- Using Motion's templates
- Creating your own templates

Creating text effects

- Animating text on a path
- Working with 3D text

Particles and behaviours

- Building particles
- Birth, death and life

Questions and answers

DAY TWO

The Replicator

- Replicating a clip
- Adjusting the replicator shape
- Applying the Sequence Replicator behaviour

Advanced particle design

- Sprites
- Multiple particles
- Emitter shapes
- Blending
- Particles in 3D space

Keyframing

- Setting keys manually
- Record animation modes
- Working in the Keyframe editor
- Parameter hotkeys
- Working with keyframes in the timeline

Painting in Motion

- Basic painting
- Write-on effect
- Changing stroke properties
- Applying dynamics and behaviours
- Creating 3D effects with paint strokes

Keying and shapes

- Pulling a key
- Treating the edges
- Creating a Garbage Matte
- Keyframing the Garbage Matte
- Rotoscoping with the B-spline tool

Tracking and Matchmoving

- Tracking defined
- Smoothing footage
- Adding glass to the screen
- Tracking with filter centre points

Roundtripping, non-linear editing and O-flow retiming

- Frame blending vs O-flow
- Makers into Motion from Final Cut
- Using the content in Motion
- Returning to Final Cut Pro
- Creating Motion menus with DVD Studio Pro
- Soundtrack Pro integration

Audio and markers

- Mixing in sound effects
- Multi-channel audio file support
- Using the Waveform editor
- Using the Keyframe editor
- Adding markers and driving animation using audio behaviours

Questions and answers