
Motion 2

Duration: 2 Days

Course Description

This two day hands-on course will familiarize students with Motion, Apple's revolutionary software for motion graphics design. The course comprehensively 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, DVD motion menu design, tablet-driven gesture UI techniques, working with audio, keyframing, and integration

Who Should Attend?

This class is designed for anyone looking to learn more about motion graphics using Motion.

Prerequisites

Students should have the following prerequisite knowledge prior to attending the course: Basic knowledge of the Macintosh OS

Course Content

- Overview of all Windows
- Navigating around and through time
- Using the tools
- Using the Dashboard and Inspector
- Animation on Bezier Motion paths
- Interacting with the Value Sliders
- Importing options
- Cropping and distorting objects
- Layer masking
- Working with sound
- Gradients
- LiveFonts
- Text styles
- Particle emitters
- Content library
- Understanding layers and objects
- Working with templates
- Working with Motion's Real-Time Design engine
- On-screen interactivity and real-time feedback
- Behavior-based animation !

A basic systems knowledge!

- Behaviors technique for creating animation without complex Keyframing
- Converting Behaviors to KeyFrames
- Transfer modes
- Particle dynamics
- Stylized title animation
- Bluescreen keying techniques
- Tablet-driven gesture UI techniques
- Keyframing
- Integration with Final Cut Pro and DVD Studio Pro
- Integration with Photoshop and Illustrator
- DVD Motion menu design
- Combining text, graphics and video elements
- Multi-layer compositing techniques
- Applying and using filters
- Keyboard shortcuts
- Safe zones, Frame rates and compression
- Rendering the final output!