



ADVANCED APPLE MOTION

Course Outline

INTRODUCTION

Introduction to rigging
Overview of lesson plan

ADVANCED COMPOSITING PRINCIPLES

Sky replacement
Advanced replicator functions in Z-space
Precomposing/prerendering
Working procedurally
Mastering masks
Advanced camera movements/multiple cameras

SPEED CHANGES

Understanding temporal resolutions
Whole frames
Frame blending
Optical Flow
Best practices and limitations

ADVANCED LINKING PARAMETERS

Using link parameters
Creating dynamic animations
Exploring parameter behaviors

ADVANCED MOTION GRAPHICS

Introduction to rotoscoping
Basics of rotoscoping
Object removal
Tracking points
Best practices
Overview of match move
Logo replacement

Compositing using the match move behavior
Limitations of tracking and match moving

RIGGING

Introduction to rigging
Creating dropzones editable in Final Cut Pro
Creating slider rigs
Setting up pop-up rigs
Using checkbox rigs
Publishing rigs
Creating Final Cut Pro text titles
Creating Final Cut Pro effects
Creating Final Cut Pro transitions
Publishing vs. saving
Caveats and benefits of publishing rigs
Round tripping with Motion and Final Cut Pro
Changing templates
Sharing templates

LESSON REVIEW

Session 1

Course summary

Apple Motion Advanced training course takes a look at the high level features of the software and explores the 3D workspace with Z-space replicator functions, precomposing pre-rendering features and effective procedural planning. Additionally participants will learn rotoscoping, match moving creating motion graphics for use within FCPX.

Outcome

Upon completion of this session, attendees should be fluent in the software and have the necessary resources for creating compelling compositions. In addition to creating assets for use in Motion, attendees should be able to create reusable, adjustable motion graphic templates/titles and transitions for use within Final Cut Pro X.

Who this class is for

This class is geared towards those that have completed the Intermediate Apple Motion class, as well as professionals who may have used other visual effects software previously and understand the basics of compositing. To determine your suitability for this class, contact us for more information

Duration

12 total hours of training delivered in two 6-hour sessions across two consecutive days with breaks every hour and a half, with a one hour lunch break. Students are responsible for their own meals.

Technical Specifications

Apple Motion is only available in Mac environments. A general familiarity of OSX and Mac computers are recommended. If you have any questions about your suitability for class please contact us.



ADVANCED APPLE MOTION

Course Outline

REVIEW

Review of previous lesson

FINAL CUT PRO X TITLE GENERATORS

Using multiple text behaviors
Creating style and format presets
Building a custom Text behavior
Combining multiple behaviors into one
Sharing and transferring custom behaviors
Creating an animated lower third
Sharing and transferring motion titles

CREATING FINAL CUT TRANSITIONS

Understanding how transitions work
Using Drop Zones for transitional effects
Adjusting and publishing Drop Zones
Animating masks for Transitions
Creating shapes to use as a transition
Modifying completed transitions

CREATING FINAL CUT EFFECTS

Why create custom effects in Motion?
Creating a custom effect in Motion
Exploring different effects in Motion
Using Linking with other behaviors
Saving effects for FCPX
Using Motion created effects in FCPX
Modifying completed effects

USING/ CREATING RIGGED GENERATORS

Creating a template generator
Creating an Adjustable Motion graphic for FCPX

Publishing Widgets vs. parameters
Using multiple cameras with a check box widget
Creating an animated background
Rigging and publishing an animated background

3D TEXT AND TILES

Differences between 3D layers and 3D Text
Depth and Weight
Edges and corners
Using Materials
Substances
Paints
Finishes
Distress and Bump mapping
Emit properties
Using Text sequencing with 3D text

LESSON REVIEW

Session 2

Course summary

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