ProTech Professional Technical Services, Inc.



Motion 101 – An Introduction to Motion 5

Course Summary

Description

Create brilliant titles, transitions, effects, and more with Motion 5, the motion graphics companion to Final Cut Pro X. This hands-on course starts with motion graphics fundamentals and moves into compositing, animation, and the world of 3D. Explore new intelligent templates to quickly and flexibly create high-quality effects, titles, transitions, and generators as well as create rigs to adjust related parameters with a single control.

Objectives

At the end of this course, students will be able to:

- Create Smart Motion Templates and publish them to Final Cut Pro X.
- Create parameter rigs to quickly adjust related parameters with a single control.
- Understand behavior-based animation.
- Use keyframes to create animation.
- Create content with Generators, shapes, and paint strokes.
- Stabilize and track media.
- Animate cameras and use advanced 3D features.

Topics

- Motion Fundamentals
- Animation
- Motion Graphics Design
- Visual Effects Design
- · An Introduction to Publishing and Rigging
- An Introduction to 3D

Audience

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.

Prerequisites

None.

Duration

Three days

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Course Outline

- I. Motion Fundamentals
- A. Getting Around in Motion
- B. Building a Composite
- II. Animation
 - A. Creating Animation with Behaviors
 - B. Animating with Keyframes
- III. Motion Graphics Design
 - A. Creating Content with Shapes, Generators, and Paint Strokes
 - B. Creating Text Effects
 - C. Working with Particle Emitters and Replicators
 - D. Using Audio
- IV. Visual Effects Design
 - A. Speed Changes and Optical Flow
 - B. Keying and Compositing
- V. An Introduction to Publishing and Rigging
 - A. Publishing Smart Templates for Final Cut Pro X
 - B. Rigging and Publishing Widgets
- VI. An Introduction to 3D
 - A. Building a 3D Scene
 - B. Animating Cameras and Using Advanced 3D Features