

## **Motion 100 Course Outline (2 Day)**

### **Lesson 1: A Tour of Motion**

- Getting to know the interface, Some Windowing Hot Keys, Gestural Input, Importing Footage, Setting the Play Range, Zooming Options, Adding Layers, Cloning and Instancing, Applying Behaviors, Using the Motion Path Behaviors, Applying Filters, Soloing RAM Previews, Freezing Tracks, Deactivating Behaviors and Filters, Particle Simulations, Adding a Third Dimension and Autosave.

### **Lesson 2: 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 the Displacement Filter, Using Image Wells, Rendering and Asset Management.

### **Lesson 3: Groups, Layers and Blend Modes**

- Building a Multi-Layered Composite, Navigating the Layers Tab, Working with Filters and Behaviors in the Layers Tab, Creating Text, Modifying Blend Modes, Nesting and Collapsing, and Working in Float Space.

### **Lesson 4: The Third Dimension**

- Converting from 2D to 3D, Getting Around in 3D, "First-person Shooter" Navigation, Arranging Layers with Depth, Mixing 2D and 3D Layers, Adding Lights, 3D Texture Properties, Adding Cameras, Applying an Animation Preset, Working with Behaviors in 3D, and a Quick Look at Particles.

### **Lesson 5: Using Templates**

- Using Motion's Templates, Accessing Template Elements, Creating Your Own Templates and Working iLife Content.

### **Lesson 6: Creating Text Effects**

- Formatting Text, Working with Text Parameters, Browsing Text Presets, Sequencing Text, Animating Text on a Path, Working with 3D Text, and Creating Custom Presets.

### **Lesson 7: Particles and Parameter Behaviors**

- Building Particles from a Movie Clip, Refining a Particle System, Adding Color, Changing Rotation and Spin, Changing Scale, Birth, Death, and Life, Using Parameter Behaviors, and MIDI Control.

### **Lesson 8: The Replicator**

- Replicating a Clip, Adjusting the Replicator Shape, Modifying Rows, and Applying the Sequence Replicator Behavior.

### **Lesson 9: Advanced Particle Design**

- Sprites, Multiple Particles, One Emitter, Emitter Shapes, Modifying Particle Behavior, Particle Proxies and RAM Previews, Blending, Particles in 3D Space and Moving Particles with Simulation Behaviors.

### **Lesson 10: Keyframing**

- Setting Keys Manually, Record Animation Shortcut, Record Animation Modes, Working in the Keyframe Editor, Parameter Hotkeys, Working with Keyframes in the Timeline and Keyframing Filters.

### **Lesson 11: Painting in Motion**

- Basic Painting, Write-on Effect, Customizing Brushes, Changing Stroke Properties over Life, Working with a Pen and Tablet, Applying Dynamics and Behaviors, and Creating 3D Effects with Paint Strokes.

### **Lesson 12: Keying and Shapes**

- Pulling a Key, Treating the Edges, Creating a Garbage Matte, Keyframing the Garbage Matte, and Rotoscoping with the B-spline Tool.

### **Lesson 13: Tracking and Matchmoving**

- Tracking Defined, the Two Trackers, Smoothing Footage, Matchmoving a Screen Insert, Hinting Features, Adding Glass to the Screen, and Tracking with Filter Center Points.

### **Lesson 14: Roundtripping, Nonlinear Editing and O-flow Retiming**

- Frame Blending vs. O-Flow, Sending from Final Cut Pro, Makers into Motion from Final Cut Pro, Working with the Content in Motion, Returning to Final Cut Pro, Motion Menus with DVD Studio Pro and Soundtrack Pro Integration.

### **Lesson 15: Audio and Markers**

- Mixing in Sound Effects, Multi-Channel Audio File Support, Using the Waveform Editor, Using the Keyframe Editor, Using the Timeline, Adding Markers and Driving Animation using Audio Behaviors.