



INTERMEDIATE APPLE MOTION

Course Outline

INTRODUCTION

Introduction to filters
Exploring the keyframe editor
Overview of lesson plan

FILTERS

Exploring common filters
Using filters with generators
Animating filter properties
Coloring/color correcting using filters
Creating distortions

MASKS IN MOTION

What are masks?
Using masks in motion
Creating shape masks
Creating spline masks
Creating compound masks
Animating mask shapes

THE KEYFRAME EDITOR

Linear keyframes
Interpolation of keyframes
Easing keyframes
Exponential keyframes
Logarithmic keyframes
Manipulating interpolation

EXTENDED BEHAVIORS

Simulation behaviors
Retime behaviors
Parameter Behaviors

PARTICLES EMITTERS AND REPLICATORS

What are emitters?
Exploring library emitters
Using emitters to generate particles
Changing and adjusting emitter controls
Working with cells
What are replicators?
Modifying and changing replicators
Creating custom particles

COMPOSITING AND KEYING

What is compositing?
Working with multiple groups
Best practices in project organization
Principles of color keying
Refining a matte
Using garbage mattes
Using dropzones
Replacing assets

USING AUDIO IN MOTION

Importing audio
Effecting audio
Using audio to effect video

INTRODUCTION TO 3D

Overview of 3D in Motion

REVIEW

Session 1

Course summary

In our Apple Motion Intermediate training course we take a deeper dive into keyframe interpolation, filters and effects. We will explore the use of masking in our compositions, as well as look at extended use of behaviors. Furthermore we will use emitters and replicators to add depth to our projects. Lastly we will explore the world of 3d compositions in Motion including light layers and cameras.

Outcome

After this introductory training session, participants should understand most of the features Motion has to offer in terms of compositing and motion graphics. Additionally students should understand how 3D layer groups function, as well as cameras

Who this class is for

This class is geared towards those that have completed the Core Concepts of 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.



INTERMEDIATE APPLE MOTION

Course Outline

REVIEW

Review of previous lesson

3D IN MOTION

Converting layers to 3D
Creating a camera in motion
Understanding 3D space in motion
Using multiple canvas view ports
Using camera controls in perspective view
Exploring 3D properties of assets
Creating reflections
Adjusting and working with reflections

CREATING LIGHTS IN MOTION

Exploring different types of lights
Adjusting spot lighting
Exploring light falloff and cone options
Using directional lighting
Using ambient lighting
Using lights to create shadows
Adjusting shadow properties
Creating realistic shadows
Animating lighting layers

USING CAMERAS IN MOTION

Exploring camera types
Adjusting angle of camera view
Changing camera planes
Understanding depth of field
Using the render drop down
Adjusting active resolution
Changing quality of renderings

Exploring motion blur
Using a 3D reference grid
Exploring camera movements
Using camera based behaviors

USING COMPRESSOR/ADVANCED OUTPUTS

Codecs
Alpha Channels
Creating droplets
Assigning jobs
Specifying output
Using a watermark
Bit rate
CBR vs. VBR

3D PARTICLE SYSTEMS

Using emitters in 3D space
Altering emitter depth
Using 3D attractors

LESSON REVIEW

Session 2

Course summary

In our Apple Motion Intermediate training course we take a deeper dive into keyframe interpolation, filters and effects. We will explore the use of masking in our compositions, as well as look at extended use of behaviors. Furthermore we will use emitters and replicators to add depth to our projects. Lastly we will explore the world of 3d compositions in Motion including light layers and cameras. and light layers.

Outcome

After this introductory training session, participants should understand most of the features Motion has to offer in terms of compositing and motion graphics. Additionally students should understand how 3D layer groups function, as well as cameras

Who this class is for

This class is geared towards those that have completed the Core Concepts of 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.