CORE CONCEPTS
APPLE MOTION
Course Outline

Session 1

INTRODUCTION
Understanding motion graphics
How Motion works
Motion for video
Motion for graphics
Overview of lesson plan

CREATING A NEW PROJECT
Viewing the project browser
Overview of resolutions
Understanding frame rates

GETTING STARTED
Opening Motion
Touring the interface
Using the file browser
Changing views
Understanding time code
Viewing the HUD
Using the inspector
Importing media

IMPORTING MEDIA
Using the file browser to import assets
Importing using Finder
Importing audio
Importing Photoshop layers
Considerations for vector images
Colorspaces

WORKING WITH TIME LINES
Using the time line

Snapping assets
Managing play ranges
Editing assets in the time line

USING THE CANVAS
Screen magnification
Using safe margins
Creating guides
Hide/show rulers
Using transparency

ANIMATION IN MOTION
Animation Principles
Using the Property panel
Exploring keyframes
Viewing keyframes in the time line
Creating and altering keyframes in the inspector
Using the Auto keyframe recorder

CREATING TEXT LAYERS
Using the text tool
Formatting text using the inspector
Saving style and format attributes

INTRODUCTION TO BEHAVIORS
Exploring simple behaviors
Using text behaviors
Manipulating behaviors
Animating behavior properties

REVIEW

Course summary
In Core Concepts of Apple Motion, we will focus on familiarizing ourselves with the program, address any changes from legacy versions, tour the interface and learn how to set up projects effectively and correctly. We will get right into the animation process and explore the basic of animation in motion to create Motion Graphic compositions

Outcome
Upon completion of the Core Concepts of Apple Motion training participants should understand the basics of Compositions, how to properly set up projects, effectively create and import assets as well as proper use of generators. Student will learn how to use the library built into motion to create and publish their compositions onto various platforms.

Who this class is for
Anyone interested in learning core concepts in animation and compositing using Apple Motion. This class is geared towards novices to visual effects and motion graphics, as well as professionals who may have used other visual effects software previously. – Additionally this class is recommended for professionals new to Apple Motion.

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.

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Session 2

REVIEW
Review of previous lesson

USING SHAPE LAYERS
Creating shape layers using the shape tool
Modifying shapes using the inspector
Altering geometry of shapes
Creating compound shapes
Using simple vectors as shape layers
Creating shapes using the pen tool
Using splines
Using B-splines
Saving shape styles
Using shapes from the library

SHAPE LAYERS EXTENDED
Animating shape layers
Using behaviors with shape layers
Creating stacked behaviors
Introduction to the link behavior

PAINT STROKES IN MOTION
Drawing simple shapes
Altering paint stroke parameters
Using write on shapes
Changing shape styles
Changing pen pressure/smoothing
Altering pen shape data
Using paint stroke dynamics
Altering emission of paint shapes
Paint stroke animations

GENERATORS
What are generators?
Exploring generators in the library
Creating a gradient solid
Creating a dynamic background using generators
Modifying generators
Using generators in Final Cut Pro

CREATING COMPELLING COMPOSITIONS
Basics of layouts
Pacing of animation
Using blend modes
Grouping assets
Creating complex animations

PUBLISHING AND EXPORTS
Creating smart templates
Exporting from Motion
Publishing to third party platforms
Publishing generators for Final Cut Pro X

LESSON REVIEW

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