



Motion 3

This course will familiarise you with Motion and is designed both for those entering the motion graphics field and those already designing in other motion graphics applications.

Skills needed before the course

A basic systems knowledge.

Recommended duration

Three days.

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- Overview of all Windows
 - Navigating around and through time
 - Using the tools
 - Using the Dashboard and Inspector
 - Animation on Bezier Motion paths
 - Interacting with the Value Sliders
 - Importing options
 - Cropping and distorting objects
 - Layer masking
 - Working with sound
 - Gradients
 - LiveFonts
 - Text styles
 - Particle emitters
 - Content library
 - Understanding layers and objects
 - Working with templates
 - Working with Motion's Real-time Design engine
 - On-screen interactivity and real-time feedback
 - Behaviour-based animation
 - Behaviours technique for creating animation without complex Keyframing
 - Converting Behaviours to KeyFrames
 - Transfer modes
 - Particle dynamics
 - Stylized title animation
 - Bluescreen keying techniques
 - Tablet-driven gesture UI techniques
 - Keyframing
 - Integration with Final Cut Pro and DVD Studio Pro
 - Integration with Photoshop and Illustrator
 - DVD Motion menu design
 - Combining text, graphics and video elements
 - Multi-layer compositing techniques
 - Applying and using filters
 - Keyboard shortcuts
 - Safe zones, frame rates and compression
 - Rendering the final output

Rates include lunch, free pre-training analysis and post-training support. Group courses have manuals included. For more information contact the training department on 020 7222 8484.