



# Chris Roberts

Video Production & Training

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## **ONE DAY INTRODUCTION TO MOTION**

### **Introduction**

System Setup  
How Motion uses your hardware  
Selecting Presets  
Understanding Different Windows  
Working with the HUD  
Using the Mini Timeline  
Managing Layouts  
Using & Customising Keyboard Shortcuts  
Motion Preferences and Autosave

### **Playing With Motion**

Adding Objects  
Duplicating Objects and Understanding the Media Tab  
Adding Behaviours  
Applying Filters  
Addressing System Performance & RAM Previews  
Adding Shapes  
Adding Text  
Working with Text Behaviours  
Understanding Objects, Layers & Groups  
Deactivating Groups, Layers, Behaviours and Filters  
Hiding Behaviours, Filters and Masks  
“Baking” project elements  
Creating a Particle System  
Making a 3D Particle System

### **Generators And Particles**

Using Generators to create backgrounds  
    Cellular  
    Membrane  
Working with Particle Emitters  
Making Particle Emitters  
Customising Particle Emitters  
Using Particle Emitters and Blending Modes  
Creating an Animated Background with Generators and Particles

### **Templates**

Working with the Template Browser  
Modifying an Existing Template  
Creating your own Template  
Working with Master Templates in Final Cut Pro

### **Basic 3D**

Moving from 2D to 3D  
Adding a Camera  
Navigating the Third Dimension  
Adding Lights  
Adding the Camera Behaviours



Certified Trainer

**Keyframing Basics**

Converting Behaviours to Keyframes  
Recording Keyframes Options  
Automatic Keyframe Recording  
Adding Keyframes Manually  
Working in the Keyframe Editor  
Changing Keyframe Interpolation  
Adding Parameter Behaviours

**Final Cut Studio Integration**

Sending Clips and Sequences to Motion from Final Cut Pro  
Speed and Optical Flow  
Keying Basics  
Match Moving Basics