Introduction to Motion

Who Should Attend
This class is designed for students who are looking to learn more about creating motion graphics using Motion and who prefer hands-on, interactive instruction.

Course Description
Our Adobe After Effects training course is run as a bespoke course, giving you the opportunity to tailor the course to your exact requirements. To provide a start point, we'd recommend you use this suggested outline as a guide.

As a beginner, you might be new to the concepts behind the creation of moving graphics. If a more experienced user you might like to tailor the available functions to your exact workflow requirements or gain a better understanding of specific features.

Should you wish to further develop your knowledge, you might be interested in our other Video & 3D Design Courses. The course runs from 9.30 am to approximately 4.30 pm.

Getting Around in Motion
Following a New Paradigm, Opening Motion, Importing Video, Setting a Play Range, Transforming and Duplicating a Clip, Adding Effects, Hiding and Showing the Project Pane, Stylizing with Filters, Framing with a Mask, Compositing with a Blend Mode, Adding Text, Animating with Text, Using Library Content, Arranging Layers, Using Function Keys, and Outputting Projects

Building a Composite
Setting Up a Project, Creating a Background Using the Inspector, Using Photoshop Files, Compositing with Blend Modes and Filters, Editing in Motion, Making Overwrite Edits, Managing Timeline Tracks, Applying Masks and Using Clones and Importing Motion Projects

Creating Animation with Behaviors
Adding Basic Motion Behaviors, Stacking Behaviors, Using Basic Motion Behaviors in 3D, Using Simulation Behaviors, Applying Parameter Behaviors, Cloning a Group and Combining Behaviors and Adding a Light

Animating with Keyframes
Recording Keyframes, Changing Keyframes Interpolation, Setting Keyframes Manually, Using Keyframes on Multiple Parameters, Working with Multiple Keyframe Curves and Animating Crop with Keyframes

Creating Content with Generators, Shapes and Paint Strokes
Drawing Shapes, Creating a Background with a Generator, Searching for Content, Modifying Animated Content, Masking with Images, Importing Vector Graphics, Working with Paint Strokes, Using Shape Behaviors and Using the Bezier Tool

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Creating Text Effects
Creating, Formatting and Styling Text Layers, Saving and Applying Text Style Presets, Duplicating, editing and Aligning Text Layers, Applying Text Behaviors, Using the Glyph Tool, Saving a Text Animation Favorite and Adding Motion Blur

Working with Particle Emitters and Replicators
Using Emitters to Make Particle Systems, Adjusting Emitter and Cell Controls in the Inspector, Adding Cells, Using Emitters from the Library, Replicating Elements and Modifying Replicator Presets

Using Audio
Importing Audio, Setting Markers and Keyframes in the Audio Editor, Working with Audio and Video, Editing to the Beat and Animating with Audio

Speed Changes and Optical Flow
Creating Constant Speed Changes, Using Frame Blending and Optical Flow, Creating Speed Ramps with Keyframes, Creating Speed Effects with Retiming Behaviors and Using Time Filters

Stabilizing, Tracking and Keying
Tracking and Stabilizing a Shot, Keying Greenscreen Footage, Creating Garbage Masks, and Correcting Color for Seamless Compositing

Publishing Smart Templates for Final Cut Pro X
Setting up the Final Cut Pro Project, Working with Effects Presets, Modifying Effects Presets,Creating Smart Motion Templates, Completing the Animation, Using Build In and Build Out Markers, and Publishing Parameters

Rigging and Publishing Widgets
Rigging a Checkbox Widget, Modifying, Testing and Publishing a Widget, Deconstructing a Transition Project, Rigging a Pop-up Widget, Using the Link Parameter Behavior, Creating a Final Cut Effect, Rigging the Slider Widget and Publishing Widgets and Parameters

Building a 3D Scene
Making 3D Transformations in the Canvas, Converting 2D Groups to 3D, Adding and Working with Cameras, Arranging and Modifying Groups and Layers in 3D Space and Mixing 2D and 3D Group

Animating Cameras and Using Advanced 3D Features
Animating a Camera with Behaviors, Using Advanced 3D Features, Working with Depth of Field, Turning on Reflections, Using Lights and Shadows and Exporting Advanced 3D Features

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