



Fast Start Motion In Depth Workshop

Take a deeper dive into keyframe interpolation, filters and effects. Explore the use of masking in our compositions, as well as look at extended use of behaviors. Use emitters and replicators to add depth to your projects. Dive into the world of 3d and 360 immersive graphics compositions in Motion including light layers and cameras. Create graphics templates and creative titles for FCP. Fast Start Workshops are crafted by Fatbars, to jump-start individuals or companies who are short of time and need to be up to speed asap. Instead of being offered over 3 consecutive days, the class is divided into 6 classes of 3 hour seminars to allow working professionals to take the course without interrupting their busy schedules. All training is conducted by Apple Certified Trainers.

Who Should Attend

This class is designed for those who already have a working knowledge of any graphics platform and who want to increase their skills on Apple Motion by learning updated features and efficient VFX..

Prerequisites

- Knowledge of OS X and basic computer navigation
- Knowledge of other animation apps like BMD Fusion, After Effects, Photoshop will be an asset.

COURSE OUTLINE

Setting up your project

- Getting around Apple Motion
- Setting up proper project settings for titles, transitions, generators creation
- Importing footage graphics and audio
- Understanding Inspector and accessing the library
- Touring the Interface and the HUD
- Fixing Vector files
- Working with Timeline and Managing play ranges
- Groups Layering and Blend mode from Photoshop
- Understanding 360 Formats
- Setting master orientation for your immersive clips

Working with Behaviors animations

- Exploring basic behaviors
- Manipulating behaviors
- Animating behavior properties
- Simulation behaviors
- Retime behaviors
- Parameter behaviors
- Animating with Audio behaviors
- Converting behaviors to key framing animations

Creating Keyframe Animations

- Exploring keyframes
- Navigating and thinning keyframes in the timeline
- Keyframe Editor
- Linear keyframes
- Interpolation of keyframes
- Exponential and Logarithmic keyframes
- Manipulating interpolation
- Using the Auto keyframe recorder

Particles and Replicators

- What are emitters?



- Using emitters to generate particles
- Changing and adjusting emitter controls
- Working with cells
- What are replicators?
- Modifying and changing replicators

Keying and Filters

- Chroma Keying your green / blue screen
- Refining a matte
- Using garbage mattes
- Creating drop zones and Replacing assets
- Advanced color grading
- Matching color to green screen composition
- Using Custom LUT filters
- Using filters with generators and New comic filter
- Create 360 blur and glow, particle system in VR environment
- Mapping graphics to 360 VR scene
- Create Tiny Planet effects

3D in Motion

- Understanding 3D space in motion
- Camera controls in perspective view
- Creating, adjusting and working with reflections
- Lights in Motion
- Exploring different types of lights
- Using lights to create shadows
- Adjusting shadow properties and creating realistic shadows
- Changing camera planes
- Understanding depth of field
- Creating 3D Titles
- Creating 3D particles and attractors
- Import .USDZ models

Creating Generators and Titles Animations

- Animating using Text behaviors
- Designing 360 immersive titles
- Creating Motion Templates for Final Cut Pro X
- Rigging for Final Cut Pro X
- Motion Tracking
- Match moving behaviors

Painting Strokes

- Drawing simple shapes
- Using write on shapes
- Changing shape styles and Altering pen shape data
- Using paint stroke dynamics
- Altering emission of paint shapes
- Paint stroke animations

360 Motion Graphics

- Import 360° video and design 360° titles, generators, and effects
- Apply 360° effects including blurs, glows, and more
- Apply the Reorient filter to easily change the orientation of 360° video
- Create 3D scenes within a 360° project for ultra-realistic 360° environments



Post Production Training 專業媒體創作課程

- 360° Look Around view to preview your 360° scene without a VR headset
- Edit 360° video into a non-360° project and animate the pan, tilt, and zoom

Finishing

- Creating Export Bundles
- Sending Your Project to Compressor
- Exporting a Master File and H.264 File for Distribution
- Injecting proper 360 immersive metadata before uploading to VR Channels



How to Register

Check [Fatbars Website](#) for a list of courses available for registration.

How to Pay

For your convenience, you can choose from a range of payment methods.

- Pay Online - Pay with your visa or mastercard instantly at our eSHOP
- Bank Transfer - You can bank transfer to our HSBC account. Just send us the bank transfer receipt and we will send you a receipt.
- By Cheque - You can deposit your cheque into our HSBC account or mail by post to Fatbars Office. Once the cheque clears, we will issue you a receipt. Please give at least 3 days to clear the cheque.
- If you need an official quotation or invoice for your company, let us know and we will email them to you asap.

Contact Us

If you have any questions regarding this course or any other training we offer, let us know. Help us help you achieve your goals. Here is our number and email. For all the latest updates and our location, please visit our website at www.fatbars.org.

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