



## Apple Certified Training Motion 101: Introduction to Motion 5

**Course fee:** 319.- EUR (4991.27 EEK)

**Available places:** 11

**Location:** Sütiste tee 21, Tallinn, Estonia, Room 216  
Tallinn University Baltic Film and Media School Post Production Center

### Course description

Create brilliant titles, transitions, effects, and more with Motion 5, the motion graphics companion to Final Cut Pro X. This three-day, hands-on course starts with motion graphics fundamentals and moves into compositing, animation, and the world of 3D. Explore new intelligent templates to quickly and flexibly create high-quality effects, titles, transitions, and generators as well as create rigs to adjust related parameters with a single control.

Additional information about the course: <http://training.apple.com/pdf/motion101.pdf>

### Course Time Schedule\*:

<http://www.bfm.ee/apple>

*\*BFM reserves the right to change the course time schedule. Changes are announced ahead.*

### 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. Also desirable are an understanding of the Macintosh operating system and basic computer navigation.

### What You Will Learn

- Creating Smart Motion Templates and publishing them to Final Cut Pro X.
- Creating parameter rigs to quickly adjust related parameters with a single control.
- Understanding behavior-based animation.
- Using keyframes to create animation.
- Creating content with Generators, shapes and paint strokes.
- Stabilizing and tracking media.
- Animating cameras and using advanced 3D features.

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## Prerequisites

Students should have the following prerequisite knowledge prior to attending the course:

- Basic knowledge of the Macintosh OS
- Basic knowledge of motion graphics terminology is recommended

## Course Materials

The book for this course is [Apple Pro Training Series](#), “Apple Pro Training Series: Motion 5,” by Mark Spencer and is included in the course fee.

More information about the book:

<http://www.peachpit.com/store/product.aspx?isbn=9780321774682>

## Apple Certification Exam

To earn [Apple Certified Pro – Motion 5 Level One](#) certification Motion 5 Level One Exam is taken after completing the course.

Information about the exam: <http://training.apple.com/pdf/motion5-exam-prep.pdf>

The cost of the certification exam voucher is included in the course fee.

If not passing the certification exam for the first time student must wait at least 7 days before retaking the exam. Retake exam is charged separately and costs 70.- EUR (1095.26 EEK).

It is also possible to take the Level One Certification exam without taking the class if the student has the required knowledge. The cost of the exam voucher is 70.- EUR (1095.26 EEK).

**The course and the certification exam are delivered in English.**

## Course Instructor

Apple Certified Trainer **Tarmo Rajaleid** has a MA degree in Film Editing and teaches editing courses in Tallinn University Baltic Film and Media School where he also works as a Technical Director.

## Registration and Additional Information

### Tatjana Petuhhova

BFM Training Project Manager

E-mail: [tatjana.petuhhova@tlu.ee](mailto:tatjana.petuhhova@tlu.ee)

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<http://www.bfm.ee/apple>

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**Apple Certified Training**  
**Motion 101: Introduction to Motion 5**

**Course Schedule**

**Day 1**

**Theme**

**Topics**

**10:00 – 11:30**

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

**Coffee break 15 min**

**11:45 – 13:30**

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

**Lunch break 60 min**

**14:30 – 16:00**

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

**Coffee break 15 min**

**16:15 – 18:00**

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

## Day 2

### 10:00 – 11:30

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

### Coffee break 15 min

### 11:45 – 13:30

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

### Lunch break 60 min

### 14:30 – 16:15

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

### Coffee break 15 min

### 16:30 – 18:00

Stabilizing, Tracking and Keying

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

## **Day 3**

### **10:00 – 11:30**

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

### **Coffee break 15 min**

### **11:45 – 13:30**

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

### **Lunch break 60 min**

### **14:30 – 16:15**

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 Groups

### **Coffee break 15 min**

### **16:30 – 18:00**

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

## Exam Day

**18:00 – 20:00**

Exam

Students take an end user exam to earn  
Apple Certified Pro, Motion 5 Level One status

Information about the exam:

<http://training.apple.com/pdf/motion5-exam-prep.pdf>

The course is delivered from Thursday to Saturday and the exam is usually taken on the following Wednesday evening. This leaves time for individual preparation for the exam.

However it is also possible to take the certification exam earlier on the last day on Saturday evening or on Sunday. **Please confirm the exam date details when registering to the course.**

## Paying the Course Fee

Course Fee must be paid in advance at least 7 days before the start of the course.

## Cancellation Policy

Cancellations must be done in writing to [tatjana.petuhhova@tlu.ee](mailto:tatjana.petuhhova@tlu.ee)

- Cancellation at least 7 days before the course – entitled for a full refund.
- Cancellation at least 3 days before the course – entitled for a full class credit. The class credit must be used within 6 month of the date of the original class.
- Customer is not entitled for a refund if written notice is given less than 3 days before the class.

## Additional Information

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