

# POLK COUNTY SCHOOLS

## INSTRUCTIONAL TELEVISION

5204 US Highway 98 South  
Lakeland, FL 33813

**David Yates, Instructional Television Manager**

**John Dittle, Technology Trainer Specialist**

**Michael Robertson, Teacher Resource Specialist Trainer**

**Justin Phillips, Technology Trainer Specialist**



\*647-4254 or 53329 (David and Michael) \*647-4255 or 53330 (John) \*647-4256 or 53331 (Justin)

\*email: [david.yates@polk-fl.net](mailto:david.yates@polk-fl.net) [justin.phillips@polk-fl.net](mailto:justin.phillips@polk-fl.net) [john.dittle@polk-fl.net](mailto:john.dittle@polk-fl.net) [michael.robertson@polk-fl.net](mailto:michael.robertson@polk-fl.net)

\*ITV Web site: [www.polk-fl.net/itv](http://www.polk-fl.net/itv)

## Advanced Motion 4 -- October 17, 2009

### I. Creating master templates.

**A:** Create a simple lower third with a school logo and other text.

1: Open motion

2: Choose NTSC DV preset

3: Make a background for your lower third

a: Use the square tool to draw out a rectangle in the proper position of a lower third.

b: Or use a library item, and mask out a background for a lower third.

4: Add text to your lower third.

a: Use the text tool to place "Name here" in the proper location for a lower third. This should be largest of your text items

b: Use the text tool to place "Description" in the proper place for a lower third. This should be smaller than "name here" maybe even a different color.

c: Use the text tool to place "Call letters, or school name" in the proper place for a lower third. This should be placed away from the other text and smaller than all other text items.

5: Adjust timing if needed.

Hover over the end of the track you need to adjust and when the double arrow bracket appears click and drag the end of the track to the time you need it to end. Also adjust the behavior the same way to get your timing just right.

6: Animate your lower third onto and off the screen.

a: Use a basic "fade on fade off" behavior to fade your text in and out.

Behaviors are added from the toolbar at the top. Click "add behavior" choose basic motion click "fade in/ fade out"

b: Use an animated mask to reveal and hide your lower third as needed.

1: Make mask

In the project panel click on your group that contains all your assets that make up your lower third.

On the tool bar select the mask tool. Click and drag out a mask that covers you entire lower third.

Make sure your HUD "Heads Up Display" is open so you can choose "subtract" from the drop down list if it is not already selected.

2: Animate mask

a: In the project panel, click on your mask.

b: Open the inspector.

c: Click the Red Record button in the transform controls area.

- d: Drag your playhead a few frames into the timeline.
- e: Move your entire mask off of your lower third.  
Holding shift while dragging will constrain the movement to the X axis.
- f: Move your playhead one frame farther in the timeline.
- g: In the inspector, ALT+Click the line to the right of the position property to make a keyframe.
- h: Move your playhead near the end of your timeline.
- i: Alt+Click the Diamond “line” in the inspector to place a keyframe here.
- j: Move your playhead to the end of your timeline and move your mask back over your lower third. Hold shift to constrain the movement to the X axis.

3. Play with different ways to animate your mask on and off of your lower third. Top to bottom, animate the points themselves.

4. Preview your project

**B: Making a master template for use in FCP**

1:

- A: Click on one of your text items in the project panel.
- B: Open your inspector and choose the “text” tab
- C: On the bottom of this tab you will see the “publish to FCP” option
- D: You will make sure there **is** a check mark for “name here”, “Description” and **no** check mark for your call letters or school name.
- E: This will allow your name and description the be editable and your other text not editable.

2: Save as template.

Now we are ready to save as a master template.

- A: Click “file”
- B: Click “save as Template”
- C: You will need to make a new theme. This needs to be something that will describe what you’re making, like Show 3rds, or lower thirds.
- D: Next you will name it with a descriptive name like light blue\_squares, or Red\_flashy.
- E: The format should always be NTSC , unless you move to Europe, in which case you better bring me with you.
- F: Collect media should only be used if you used assets from outside of Motion; logo, or video.
- G: Click “save” and Motion will render your template and save it for use in FCP

C: Preview and manipulate in FCP

1: Open Final Cut Pro

2: In the viewer window you will see a button in the lower right that looks like a film frame with an A.

3: Click this button and go down to master templates.

4: Look for the theme that you created in motion.

5: Click on your lower third template.

6: Your lower third will load into the viewer allowing you to view it.

7: Click on “controls” tab at the top of the viewer.

This is where you will edit your text. You can edit the size and tracking also.

**II: Working in 3D space- animating and framing the camera in 3D space.**

A. Add camera to scene

- 1: Click “new camera” in the tool bar at the top of the screen.
- 2: If you have items in your project it will ask you if you want to make it a 3d 3: project or keep it a 2d project, let’s make it 3d.
- 3: Let’s add some items to the canvas so we can have a look around in 3D space. Add three rectangles of different colors to the scene.

B. Use 3D transform tools

- 1: Click on the 3D transform tool.

2:Use this tool to rotate your objects in 3D space.

3: Now click on the camera, and lets rotate it around to view our scene from different angles.

C. Use different camera angles

1:You can move the camera around a couple of different ways

2:The three buttons with a small picture of a camera in the upper right of your camera is one way.

3:Also open your “HUD” and you will see some tools here to move you camera around.

4:Play with the camera for a bit to get a feel for it.

5:Frame up camera to objects

6:Click on one of your objects in the scene.

7:Using the “F” key will frame up your camera to the object.

D. Keyframes- using the keyframe editor to animate parameters of an object.

1:Click on one of your rectangles.

2:Open your inspector so you can see the properties of that object.

3:Click on the record button to start recording some animation.

4:In the inspector make sure the properties tab is selected

5:We are going to keyframe the position property.

6:Move your playhead out in your timeline a little bit.

7:Now move your object to another location on the canvas.

8:You should see a motion path created.

9:For now just move the position not the rotation.

10:Now move your playhead a little more and we are going to make a keyframe so your object stops for a bit and moves again.

11:Alt+Click on the keyframe for position in the inspector.

Now move your playhead down the timeline and move your object again.

III. Working with masks with lower thirds and over the shoulders.

A. Add masks

1: Add shape masks

2: Draw masks

B. Animate masks

1:Use keyframes to animate your masks over time

IV. Chroma-keying- working with DvMatte Pro in motion

A. Play DvMatte tutorial

B. Proper keying with DVMatte Pro

C. Using a garbage mask and DvMatte Pro

V. Behaviors- look at simulation behaviors and the new camera behaviors.

VI. Reflections and Shadows- look at Motion 4’s new reflections and shadows.