



Motion 3

Train-the-trainer Course

Designing and Animating Motion Graphics in Final Cut Studio

Benefits

Attending the Motion 3 T3 course and passing the Motion 3 T3 presentation evaluation and certification exam offers these benefits:

- Certifies you to deliver the Motion 101 curriculum.
- Makes you eligible to receive an NFR (Not for Resale) copy of Final Cut Studio. Makes you eligible to use the Apple Certified Trainer logo.
- Makes you eligible to teach and administer certification exams at Apple Authorized Training Centers.
- Gives you access to the Apple Certified Trainer list-serve.
- Provides you with a point person at Apple who can respond to special needs and requests.

Course Description

This intensive, four-day course prepares training professionals and industry experts to deliver Apple's Motion curriculum. The course combines lectures with hands-on, case study exercises that reinforce practical skills.

Apple Certified Trainer for Pro Applications

To attend a Pro Applications Train the Trainer (T3) course, you must first be accepted into the Apple Certified Trainer (ACT) for Pro Apps program. Apply for admission by completing the online application. This program trains and certifies qualified individuals to deliver curriculum focused on Apple's suite of digital Pro Apps. ACTs work with Apple Authorized Training Centers (AATCs) to deliver a range of end user courses..

Apple Certified Trainer for Motion

Once you have been accepted into the ACT for Pro Apps Program, you can elect to pursue Motion ACT certification as your first training delivery certification.

This course covers the requirements necessary to successfully become an Apple Certified Trainer, Level 1 in Motion. To become certified, you must attend the Motion T3 course, and pass the presentation evaluation and the certification exam. The exam is administered during the last day of class.

Motion Level 1 Trainer certification also counts towards the new Final Cut Studio (FCS) Master Trainer certification. FCS Master certification recognizes a trainer's skills with the entire Final Cut Studio product suite. Since workflow is such a significant component of Final Cut Studio, trainers need certification in at least four of the applications to earn Master Certification. For details, please visit <http://train.apple.com/certification/proapps.html>.

Prerequisites

Participants must meet the following prerequisites prior to attending this course:

- Motion Apple Certified Pro Level 1, end-user certification
- An accepted ACT for Pro Products application. The application is available online at protraining.itechit.com/act/.
- Attendance at an Apple pro application end-user course.
- Minimum of one year of experience using Motion.
- Minimum of three-years of experience as a teacher or professional in any of these fields: editor, designer, visual effects artist, DVD authoring, or other closely related field.
- Some teaching experience in a structured, classroom setting.

Tuition and Fees

The \$1400 tuition includes class fees, the trainer exam fee, and an NFR copy of the software. Before attending the class, you must review the appropriate Apple Pro Training Series courseware. You will be sent a link where you can order the book online with a 35% discount. You must bring the book and DVD to class with you. This courseware will help you prepare for the end user exam that you must pass before attending the T3. Instructions for paying \$25 USD to take the exam online will be sent to you.

If you do not pass the trainer exam on the first attempt, a retake code will be included in your Prometrics results email. Retakes are \$150. You must wait one week before you can retake the exam. You can only retake the exam once. If you fail on your second attempt, you must take the full T3.

To Register

This course is only available for registration at one of our Apple Market Centers. Please visit <http://train.apple.com/pro/proappsched.html> for a schedule and application.

Train-the-Trainer Class Schedule

- First day: 10 am - 5 pm
- Subsequent days: 9 am - 5 pm

How to Apply to Become an Apple Certified Trainer for Pro Apps

Once you decide you want to become an Apple Certified Trainer, and identify a T3 course that you would like to attend, you must complete the online [Apple Pro Certified Trainer Application](#). ACT applicants must meet all prerequisites to be accepted into the ACT program. Please allow at least 7 business days for your application to be processed. After your eligibility to join the ACT program is confirmed, you will receive an email with information on registration and fee payment for the T3 course.

Once you are accepted into the ACT program, you will be sent a code to take the relevant end-user exam associated with the T3 course you identified. To earn ACT certification for an application, you must attend the T3 course to acquire thorough knowledge of the certified courseware and to learn effective instructional methods. If you have any questions please email trainer@apple.com.

Day 1

Topic	Description
Certified Trainer Overview	Book Methodology, Lesson Files and Media, System Requirements, Apple Pro Certification, Introductions, Classroom Setup and Apple Remote Desktop.
Lesson 1 A Tour of Motion	Interface Overview, Windowing Hot Keys, Gestural Input, Importing Footage, Setting the Play Range, Zooming Options, Adding Layers, Cloning and Instancing, Applying Behaviors, Using Motion Path Behaviors, Applying Filters, Soloing RAM Previews, Freezing Tracks, Deactivating Behaviors and Filters, Particle Simulations, Adding a Third Dimension and Autosave.
Lesson 2 Generators and Particle Presets	Applying Generators from the Library, Motion Blur-dependent Presets, Core Image Content, Working in the Inspector, Working with Gradients, Using Hotboxes and Sliders, Using the Displacement Filter, Using Image Wells, Rendering and Asset Management.
Lesson 3 Groups, Layers and Blend Modes	Building a Multi-Layered Composite, Navigating the Layers Tab, Working with Filters and Behaviors in the Layers Tab, Creating Text, Modifying Blend Modes, Nesting and Collapsing, and Working in Float Space.
Lesson 4 The Third Dimension	Converting from 2D to 3D, Navigating in 3D, "First-person Shooter" Navigation, Arranging Layers with Depth, Mixing 2D and 3D Layers, Adding Lights, 3D Texture Properties, Adding Cameras, Applying an Animation Preset, Working with Behaviors in 3D, and a Quick Look at Particles.
Lesson 5 Using Templates	Using Motion's Templates, Accessing Template Elements, Creating Your Own Templates and Working iLife Content.
Presentation Assignments and Homework	As part of this course, trainers present to the instructor and peers.

For More Information

Please visit www.apple.com/software/pro/training for more information about Apple Pro Training courses and certification.

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Day 2

Topic	Description
Lesson 6 Creating Text Effects	Formatting Text, Working with Text Parameters, Browsing Text Presets, Sequencing Text, Animating Text on a Path, Working with 3D Text, and Creating Custom Presets.
Lesson 7 Particles and Parameter Behaviors	Building Particles from a Movie Clip, Refining a Particle System, Adding Color, Changing Rotation and Spin, Changing Scale, Birth, Death, and Life, Using Parameter Behaviors, and MIDI Control.
Lesson 8 The Replicator	Replicating a Clip, Adjusting the Replicator Shape, Modifying Rows, and Applying the Sequence Replicator Behavior.
Lesson 9 Advanced Particle Design	Sprites, Multiple Particles, One Emitter, Emitter Shapes, Modifying Particle Behavior, Particle Proxies and RAM Previews, Blending, Particles in 3D Space and Moving Particles with Simulation Behaviors.
Lesson 10 Keyframing	Setting Keys Manually, Record Animation Shortcut, Record Animation Modes, Working in the Keyframe Editor, Parameter Hotkeys, Working with Keyframes in the Timeline and Keyframing Filters.
Lesson 11 Painting in Motion	Basic Painting, Write-on Effect, Customizing Brushes, Changing Stroke Properties over Life, Working with a Pen and Tablet, Applying Dynamics and Behaviors, and Creating 3D Effects with Paint Strokes.
Trainer Presentations	Trainers present to the instructor and their peers.
Presentation Assignments and Homework	

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Day 3

Topic	Description
Lesson 12 Keying and Shapes	Pulling a Key, Treating the Edges, Creating a Garbage Matte, Keyframing the Garbage Matte, and Rotoscoping with the B-spline Tool.
Lesson 13 Tracking and Matchmoving	Tracking Defined, the Two Trackers, Smoothing Footage, Matchmoving a Screen Insert, Hinting Features, Adding Glass to the Screen, and Tracking with Filter Center Points.
Lesson 14 Roundtripping, Nonlinear Editing and O-flow Retiming	Frame Blending vs. O-Flow, Sending from Final Cut Pro, Makers into Motion from Final Cut Pro, Working with the Content in Motion, Returning to Final Cut Pro, Motion Menus with DVD Studio Pro and Soundtrack Pro Integration.
Lesson 15 Audio and Markers	Mixing in Sound Effects, Multi-Channel Audio File Support, Using the Waveform Editor, Using the Keyframe Editor, Using the Timeline, Adding Markers and Driving Animation using Audio Behaviors.
Lesson 16 Encoding Audio	Audio Formats for DVD Video, Using Digital Audio Files, AC-3 Files, Encoding AC-3 with Compressor, Dialog Normalization, Compression Profiles, Surround Sound and Downmixing, and Exporting Intermediate Files.
Trainer Presentations	Trainers present to the instructor and their peers.

Day 4

Topic	Description
Review	
Trainer Presentations	As part of this course, trainers present to the instructor and peers.
Prometric Testing Configuration Review	Preparing to take and administer certification exams.
Certification Exam	The trainer exam is administered online.
Exam Review, Evaluations and Wrap Up	