# 3D Titles & Masks in Final Cut Pro 10.4

# 1. Building a 3D Title - A Quickstart

- Changing Text Position & Rotation
- Adding a Material
- Changing the Finish
- Changing the Lighting Style
- Saving a Style Preset

### 2. 3D Text Building Materials

- The 3D Text UI
- 3D Text Properties
- Adding a Substance Base Layer
- Adding More Layers
- Adding a Finish Layer
- Adding a Distress Layer
- Changing Layer Order
- What Defines a Material?
- Saving a Material
- Adding Animation

# 3. Working with Multiple Materials

- Switching from Single to Multiple Materials
- Grouping Surface Materials
- Grouping Facets
- Saving Materials

# 4. Lighting & Environments

- Choosing a Lighting Style
- Self Shadowing
- How Light & Environments Interact
- Environments
- Changing the Reflection Parameters
- Controlling Light Absorption

# 5. Saving Styles & Materials

- Saving Styles & Materials
- Saving & Applying Format Attributes

- Saving & Applying Appearance Attributes
- Saving & Applying Format & Appearance Attributes
- Mixing & Matching Styles
- Saving Materials
- Sharing Styles & Materials

# 6. Animating 3D Text

- Animating 3D Text
- Changing the Animation Style
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### 7. The Ripple 3D Toolkit

- The Ripple 3D Toolkit
- Exploring Ripple 3D Styles
- Exploring Ripple 3D Scenes
- Exploring Ripple 3D Drops
- Exploring Ripple 3D Animations

#### 8. Creating 3D Title Fly-Throughs

Creating 3D Title Fly-Throughs

# 9. Working with Masks

- Mask Effects
- Effect Masks
- Working with a Shape Mask
- Combining Shape Masks
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# 10. Working with Bezier Masks

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- Working with a Draw Mask
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# 11. Working with B-Spline Masks

Creating a B-Spline Mask

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- Creating Mask Transitions
- Creating Linear Shapes
- Animating the Shape

### 14. Working with Image Masks

### 15. Working with Graduated & Vignette Masks

Vignette Masks

### 16. Using Masks for Color Correction

- Using Masks for Color Correction
- Using a Broadcast Safe Filter
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- Using Masks to Augment Light
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