

# Building a Motion Graphics Toolkit for Final Cut Pro X

## 1. Introduction

- Motion Graphics Defined
- Why Use Motion Graphics?
- Motion Graphics Toolkit Defined
- What's Covered in this Tutorial

## 2. iOS Adobe Capture

- Adobe Capture User Interface
- Capturing a Color Palette
- Adjusting the Color Palette
- Saving & Naming Color Palettes
- Capturing Palettes from Famous Paintings
- Sending the Palette to Your Mac
- Using the Palette in Final Cut Pro X

## 3. Improving 3D Titles

- Adding the Glimmer Background
- Adding Custom Symbols
- Saving Symbols as Favorites
- Using Symbols as 3D Text
- Limitations of 3D Titles in Final Cut Pro
- Manipulating the Environment
- Using Ripple 3D Animations
- Animating 3D Text Orientation
- Using the RT Glint Effect
- Animating the Environment

## 4. iOS iFontMaker

- Creating a New Document
- Choosing a Brush
- Creating a Custom Font
- Editing Individual Characters
- Previewing the Font
- Building the Font

- Installing the Font
- Using the Font in Final Cut Pro

## 5. Working with Vector Graphics

- Limitations of Vector Graphics in Final Cut Pro
- Setting up a Project in Motion
- Dealing with Fixed Resolution
- Preparing the Graphic for Final Cut Pro
- Adding a Background
- Viewing & Naming the Published Parameters
- Publishing the Graphic for Final Cut Pro
- Working with the Graphic in Final Cut Pro

## 6. Shutterstock Workflow Extension

- Locating the Shutterstock App
- Opening Shutterstock as a Workflow Extension
- Viewing Curated Assets
- Searching for Assets
- Downloading Preview Images
- Custom Shutterstock Workspace
- Creating an Audition Clip for Preview Images
- Replacing the Preview Image with a Licensed Image

## 7. Customizing 3rd-Party Templates

- Why I Prefer MotionVFX Templates
- Deconstructing a MotionVFX Template
- Examining the Published Parameters
- Removing Unnecessary Text Parameters
- Publishing the Template for Final Cut Pro
- Manipulating the Template in Final Cut Pro
- Creating a Checkbox Widget in Motion
- Creating a Rig in Motion
- Publishing & Naming the Checkbox
- Testing the Checkbox in Final Cut Pro
- Changing the Template Speed
- Adding a Custom 3D Title
- Adding a Vector Graphic
- Using mBehaviors