

Creating Particle Effects in Motion 5.3

1. Creating Your First Emitter

- Starting a New Motion Project
- Creating Your First Emitter from a Shape Object
- The Components of an Emitter
- Working in the Heads Up Display
- Working in the Emitter Inspector
- Emitter Controls
- Cell Controls
- Adding Randomness to an Emitter
- Changing the Color Mode
- Changing Opacity Over Life
- Playback Performance

2. Working with Emitter Shapes

- Resetting an Emitter
- Using the Rectangle Emitter Shape
- Changing the Color Mode
- Using the Circle Emitter Shape
- Modifying the Source Object
- Animating Particles with Speed

3. Working with Behaviors

- Understanding Behaviors
- Using the Scale Over Life Behavior

4. Animating Particles with Simulation Behaviors

- Creating a "Dummy" Object
- Applying the Attractor Behavior
- Using an Attractor with a Point-Shaped Emitter
- Using the Gravity Behavior
- Affecting Subobjects
- Using the Random Motion Behavior
- Aligning Particles to Motion

5. Animating Emitters with a Parameter Behavior

- Modifying Emitter and Cell Parameters

- Applying the Wiggle Parameter Behavior

6. Animating an Emitter Along a Motion Path

- Control Animated Emitter Position
- Applying the Motion Path Behavior
- Adjusting the Motion Path
- Using a Shape for the Motion Path
- Drawing with an Emitter
- Keyframing Birth Rate
- Changing Shape Size
- Animating Shape Fill

7. Source Objects

- Particle Sources
- Using Library Objects
- Changing the Background Color
- Working with Looping Movies as Source Objects
- Changing the Emitter Shape
- Creating Random Start Frames
- Forcing Specific Colors in a Gradient
- Filling the Start of Projects with Particles
- Swapping Out the Source Object
- Using a Group as a Particle Source
- Creating Emitters with Multiple Source Objects

8. Creating a Lower Third

- Creating a Final Cut Title Project
- Using Emitter Presets
- Modifying a Preset Emitter
- Components of a Preset Emitter
- Masking an Emitter
- Publishing the Title Project
- Publishing Parameters
- Animating the Title Text
- Using the Lower Third Title in Final Cut Pro X

9. Creating a Transition

- Creating a Final Cut Transition Project
- Creating the Transition Animation
- Changing Keyframe Interpolation

- Selecting a Preset Emitter to Modify
- Animating the Emitter to Match the Mask
- Modifying Emitter Parameters
- Publishing the Transition
- Publishing Parameters
- Testing the Transition in Final Cut Pro X

10. Tracking Emitters to Animated Objects

- Animation Overview
- Modifying the Motion Path Behavior
- Adding Smoke
- Adjusting Emitter Position
- Modifying Emitter Parameters
- Adding "Negative" Gravity
- Experimenting with Different Emitters
- Swapping the Emitter Source

11. Emitters in 3D Space - Part 1

- Renaming Images
- Importing an Image Sequence
- Creating an Emitter from an Image Sequence
- Getting Best Playback Performance
- Creating a Spray of Images
- Random, not Unique
- Adding a Border
- Starting to Work in 3D Space
- Controlling Render Quality
- Making an Emitter 3D
- Controlling the Camera Sight and Fade Distance
- Creating a Falling Cascade of Images
- Spinning Particles on All Axes

12. Emitters in 3D Space - Part 2

- Making Particles Fall and Land on a Surface
- Adding a Surface
- Adding Gravity
- Rendering Particles in Global 3D Space
- Adding Edge Collision
- Adding Drag and Rotational Drag
- Adding a Light and Shadows
- Creating a Camera Move

- Saving Customized Emitters
- Exchanging Image Sequences

13. 3D Particle Sources

- Creating a 3D Object for an Emitter Source
- Making Text 3D
- Adding a Camera