

Kinetic Typography in Motion 5.3

1. Adding Audio Timing Markers

- Project Setup
- Adding Timing Markers
- Adding Project Markers
- Adding Layer Markers

2. Working with Text

- Adding a Background
- Adding & Editing Text
- Copying & Editing Text Layers

3. Animating Text Layers & Groups

- Aligning Text Layers to Markers
- Animating the Text Group
- Animating the First Word
- More Text Animation
- Setting Keyframes for Multiple Layers
- Adjusting the Animation Timing
- Animating a Text Layer

4. Using the Sequence Text Behavior

- Adding the Bugs Bunny Text Group
- Using the Sequence Text Behavior

5. Working with a 3D Camera

- Adding Another Text Group
- Adding a Camera
- Animating the Camera with a Framing Behavior
- Making Minor Adjustments
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6. Adding Character & Conflict to the Text

- Working with the Text in a 3D World
- Creating Text Animation with Character

7. Animating the Camera and a Replicator

- Animating the Camera with Keyframes
- Working with a Replicator
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- Moving the Replicator Start & End Points
- Scaling the Replicator
- Animating Replicator Opacity

8. Making Layer & Keyframe Adjustments

- Animating Bug's Infractions
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- Changing Text Attributes
- Saving Time with Layer Copies
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- Making Adjustments to the Layers
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9. Adding the Finishing Touches

- Adding Finishing Touches
- Problem Solving
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- Adding a Iris Wipe Fade Out

10. Sharing Your Work

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- Exporting for Editing Apps
- Publishing a Motion Template
- Accessing the Template in the Project Browser