Creating Replicator Effects in Motion 5.4

1. Goals & Media

- 2 Goals for this Tutorial
- How to Work with Stock Media

2. The Structure of a Replicator

- Creating a Project
- Adding an Animated Background
- Importing and Transforming Media
- Creating the Replicator
- Using the Adjust Item Tool
- Transforming a Replicator

3. Shape Options

- Modifying a Replicator with the Heads Up Display
- Understanding Replicator Shape Options
- Animating a Replicator with Keyframes
- Creating a Random School of Fish

4. Creating Randomness

- Randomizing Parameters
- Working with Color Modes
- Modifying a Source Object

5. Using the Sequence Replicator Behavior

- Choosing Parameters to Animate
- Understanding the Origin
- Understanding Spread
- Understanding Traversal
- Adjusting Parameters During Playback

6. Replicators VS. Particle Emitters

- Duplicating Replicators
- Particle Emitters and Randomizing Speed
- The Difference Between Replicators and Emitters

7. Using Simulation Behaviors

- Using the Random Motion Behavior
- Using a Repel Behavior
- Choosing Affected Objects
- Animating Position by Recording Keyframes
- Combining Keyframes and Behaviors

8. Using Image Sequences

- Exchanging the Source Object
- Adding Cells to a Replicator
- Importing an Image Sequence
- Preparing Images for an Image Sequence

9. Presets & Parameter Behaviors

- Replicator Presets
- Breaking Down a Preset Replicator
- Replicating a Replicator
- Replacing Source Objects with a Shape
- Using the Audio Parameter Behavior
- Using the Rate Parameter Behavior
- Experimenting with Source Objects

10. Creating Custom Transitions for FCP X

- Setting up a Final Cut Transition Project
- Using a Replicator Preset
- Modifying a Preset Replicator
- Applying and Inverting an Image Mask
- Saving and Testing a Custom Transition
- Turning an Animation into a Transition

11. Creating a Star Field

- Making the Stars Twinkle with a Sequence Replicator

12. Moving Through a 3D Forest

- Building a 3D Forest
- Making a Project 3D
- Converting a Replicator to 3D
- Changing the Source Object Anchor Point

- Orbiting the Camera
- Making a Group 2D
- Adding a Light to the Scene
- Colorizing the Trees
- Adding a Camera Move
- Rendering to View Playback

13. Creating an Animated Flow Diagram

- Creating a Path
- Creating a Road
- Changing the Project Background
- Creating Stripes with a Replicator
- The Power of using a Shape as a Replicator Source
- Using an Image Sequence as a Replicator Source
- Offsetting with the Anchor Point
- Animating Cells along the Path
- Creating Opposing Motion

14. Building 3D Replicators

- Making the Project 3D
- Using the Face Camera Checkbox
- Animating the 3D Sheet with a Sequence Replicator
- Orbiting the Camera
- Using Text to Create 3D Replicated Objects
- Formatting 3D Text Objects
- 3D Text & Face Camera
- Animating the Golden Wall
- Rendering the Animation
- Adding a Camera Move with Keyframes

15. A Wave Goodbye

- Drawing a Closed Shape Source Object
- Replicating a Close Shape along a Wave
- The Power of Many Copies, Additive Blend, and Low Opacity
- Changing Colors
- Animating the Wave: Phase and Angle End