

Warp Speed 3D in Motion 5.4

1. Animating a Photo - Part 1

- Free Stock Photography
- Setting Resolution
- Separating Elements with Masks
- Making Clones
- Using the Bezier Mask Tool
- Isolating the Rock
- Isolating the Background by Copying

2. Animating a Photo - Part 2

- Separating Layers in 3D Space
- Scaling a Camera
- Moving & Scaling in Z Simultaneously
- Animating the Camera with a Dolly Behavior
- Limitations of Separating Layers in Motion
- Filling in Gaps
- Separating Layers & Cloning in an Image Editing Application
- Removing the Photoshop Group
- Adjusting Anchor Points
- Adding a Camera & Spreading Out the Layers
- Animating the Camera on Cloned Layers
- Summary of Different Approaches

3. Animating Vector Artwork

- Exporting Layers from Illustrator
- Exporting Vector Images
- Raster Vs. Vector Files in Motion
- Spreading out Layers in Z-Space
- Animating the Camera with a Move Behavior
- Adding Keyframes to the Move Behavior

4. Animating a Webpage - Part 1

- Screen Recording with ScreenFlow
- Setting up the Website Movie in Motion
- Masking the Web Page
- Placing the Web Page in a 3D Environment

- Adjusting Video Timing

5. Animating a Webpage - Part 2

- Placing Cameras
- Cutting Between Cameras
- Adjusting Camera Timing
- Using the Retiming Behavior
- Animating a Camera with Keyframes
- Animating a Camera with the Move Behavior
- Animating a Camera with the Sweep Behavior
- Adjusting Playback Quality

6. Animating a 3D Logo

- The 4-Step Process
- Step 1: Creating the SVG Files from Illustrator
- Step 2: Creating the Front with Glyphter
- Creating the 3D Logo in Motion
- Turning 2D "Text" into 3D "Text"
- Step 4: Animating the 3D Logo with Text Behaviors
- Blending 2D & 3D
- Adding a Camera Move
- Fixing the Jaggies

7. Wrapping 3D Text

- Setting up the Image
- Wrapping the Text
- Separating the Background
- Animating the Text
- How 3D Text Interacts with Layers
- Turning an Image into 3D Text
- Adding Environmental Reflections
- Adding a Camera Move with a "Framer"

8. Lights, Shadows, & Depth of Field

- Setting up the 3D Environment
- Adding 3D Text to the Scene
- Understanding 3D Text & Lighting
- Adding a Light
- Working with a Spotlight
- Adding Shadows

- Working with a Directional Light
- Layer Shading
- Working with Depth of Field
- Setting Focal Range
- Creating a Rack Focus Effect
- Animating the Photo with Keyframes
- Animating Text with a Behavior
- Adding a Camera Move
- Rendering the Scene

9. Animating Cameras

- Setting up the Scene
- Adjusting Text Lighting
- Duplicating & Arranging Sets
- Navigating 3D Space & Replacing Content
- Understanding the Frame Object Command
- Animating the Camera with Framing Behaviors
- Customizing Camera Framing
- Customizing the Camera Travel Path
- Adding Camera Animation on Each Set
- Behavior Stacking Order
- Converting to a Final Cut Pro X Generator

10. Animating Graphs - Part 1

- Creating the Background
- Creating an Animated Line Chart
- Using a Replicator
- Using a Text Generator
- Creating the 3D Animated Line
- 2D & 3D Groups
- Animating the Line with the Write-On Behavior
- Creating a 3D Bar Chart

11. Animating Graphs - Part 2

- Creating a 3D Background
- Making a Pie Chart
- Replicating a 3D "Text" Object
- Animating the Pie Chart
- Animating the Numbers Generator

12. Creating a 3D Photo Projection

- Adding a Camera
- Creating Clones of the Photograph
- Adding 3D Text
- Splitting the Image Via Cropping
- Creating the "Floor"
- Creating the Forced Perspective
- Integrating the 3D Text into the Scene
- Adding the Camera Move