

Final Cut: Motion Step-by-Step Guide



First, Set up the project folder:

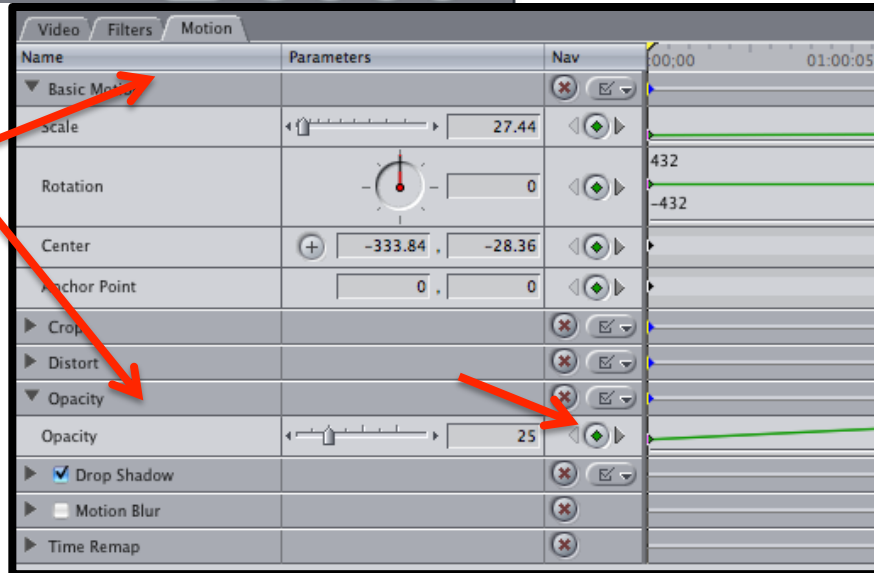
- Acquire images.
- Edit images in Photoshop. Remove white backgrounds (magic wand) – should be transparent and resize. “Save for Web”: .png!
- Place images in the Final Cut project folder and import into your Final Cut project. Note: Make sure you have the FC settings staring at the folder.

Creating Motion:

1. Insert the background image onto the timeline.
2. Superimpose the image that you would like to have motion onto the background image on the timeline.
3. Double click on the image that will be given motion. It will appear in the viewer.
4. Turn on the wireframe (MM, View, Image+Wireframe). The image in the Viewer window should now have a wireframe on it.
5. In the ‘Viewer’ window,
 - a. Move the image to where you would like it to begin its motion.
 - b. Resize the image.
 - c. Place the playhead at the point on the timeline that you would like the motion to begin.
6. Select the ‘Keyframe’ button (under the Canvas). You will notice a slight change in the color of the wireframe.



7. **Effects:** Once you have set the initial Keyframe, you have the option to add your Motion Effects. I recommend ‘Drop Shadow’ & ‘Opacity’ changes if you are having the image move. Select the Motion Tab. Select “Drop Shadow”. Select “Opacity” and if you want the image to be faint at the start of the motion; move the slider or type a low number. Make sure you select the “Ins/Del Keyframe” on the Opacity Layer when done! (small arrow to right).
8. Move the playhead along the timeline to where you want the motion to end. Then move the image in the viewer to the point you want the motion to end. Notice the line that follows the image; this is called a Motion Path. At the end point, add a second “Keyframe”. Return to the motion path and change the Opacity to 100.



Then return to the Video Tab

9. Render All
 10. Save
 11. Play
- Note:** If it does not turn out the way you want it to, delete the motion image from the timeline and start over.

