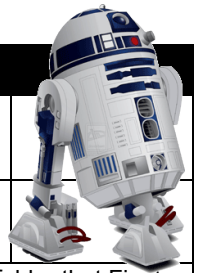



# Final Cut: Creating Motion (60 pts.)



<b>1. Download files</b>	Download the "F.C.MotionTraining_R2D2" Folder from the "RLSMultimediaServer" to your desktop. Everything you create in this project needs to be stored in this folder. (RLSMultimediaServer/8thGradeProApps/ F.C.MotionTraining_R2D2.)
<b>Final Cut Training</b>	If you need to review how to create videos using Final Cut, please refer back to the Final Cut Online Video Training Series provided to you when we created Junk Movie.
<b>2. Creating a Folder System &amp; Placing Files in Folders (5pts)</b>	The most important step in creating a video in Final Cut is to create a self-contained folder that Final Cut will stare at. Everything that will appear in the video must be placed into this folder. You will use the folder that you just dragged onto your desktop that contains the Star Wars images to act as a self-contained unit that you will have Final Cut stare at. <ul style="list-style-type: none"> <li>Title the first folder: "R2D2_YourName." (2 pts)</li> <li>In this folder, create and name three more folders: "Photos," "Audio" &amp; "Video." (3 pts)</li> </ul>
<b>3. System Settings &amp; Save Project (10pts)</b>	<ul style="list-style-type: none"> <li>Open Final Cut. Create a New Project. (3 pts)</li> <li>Set the System Settings so they are staring at the desktop folder you created.(4 pts)</li> <li>Save the Project: ""R2D2_YourName." to the folder you created on your desktop. (3pts).</li> </ul>
<b>4. Sequence &amp; Bins (5pts)</b>	<ul style="list-style-type: none"> <li>If one does not exist, create a Sequence and Title it: "R2D2_YourName." (2pts)</li> <li>Create 3 bins; title them "Videos", "Audio", and "Photos." (3 pts)</li> </ul>
<b>5. Import Images / Music (5 pts)</b>	<ul style="list-style-type: none"> <li>Import the R2D2 image, the desert background image and R2D2 audio files. (2 pts)</li> <li>Place each file into the corresponding bin. (3 pts)</li> </ul>
<b>6. Insert Images onto the Timeline (5 pts)</b>	<ul style="list-style-type: none"> <li>Insert the background image on the timeline. (2pts)</li> <li>Superimpose the image that you would like to have motion onto the background image on the timeline. (3pts)</li> </ul>
<b>7. Add Motion (20pts)</b>	<ul style="list-style-type: none"> <li>Double click on the image that will be given motion. <b>(2pts)</b></li> <li>Turn on the wireframe. <b>(3pts)</b></li> <li>In the 'Viewer' window, move the image where you would like it to begin its motion. Resize the image. Place the playhead at the point on the timeline that you would like the motion to begin. <b>(5pts)</b></li> <li>Select the 'Keyframe" button. You will notice a slight change in the color of the wireframe. At that initial Keyframe, add your Motion Effects. I recommend 'Drop Shadow' &amp; 'Opacity' changes if you are having the image move. <b>(5pts)</b></li> </ul>
	<ul style="list-style-type: none"> <li>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". Again, notice the color change of the wireframe on the image when a keyframe has been applied (color of the wireframe on the image should turn from white to green). <b>(5pts)</b></li> <li>Make any additional changes to the image at that end point.</li> </ul>
<b>8. Insert Audio (5pts)</b>	Drag the R2D2 Sound Effects onto the timeline and line it up with R2D2 as it moves. <b>(5pts)</b>
<b>Render All &amp; Save</b>	In order to play it: Render All (double click on your sequence). Always remember to Save.
<p><b>Note:</b> If it does not turn out the way you want it to, delete the motion image from the timeline and start over.</p>	
<b>9. Export (5 pts)</b>	Export a video file: <b>(5pts)</b> . Save it to the folder you created on the Desktop. <ul style="list-style-type: none"> <li>Main Menu / File / Export / Quicktime Movie.</li> </ul>

