

### tech note: using motion effects with FCE

Following is an overview of Motion Effects in Final Cut Express (including Scale, Rotate, Distort, Move). For more detailed information, refer to the Final Cut Help files or this website:

#### MOTION EFFECTS

Motion Effects in Final Cut Express include Motion, Scale, Rotate, Crop, Distort, Drop Shadow, Motion Blur. There are two ways to create Motion Effects: **1)** In the Motion tab in the Viewer window or **2)** Interactively in the Canvas Window.

Some Motion Effects, such as Opacity, Drop Shadow, Motion Blur can only be set in the Motion tab.

#### ADDING MOTION EFFECTS IN THE TIMELINE

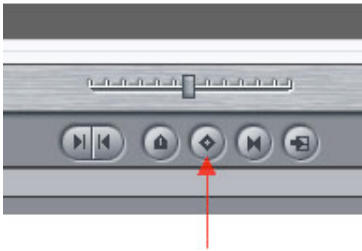
When adding effects, you should always drag the clip to the Timeline first and work with it from there. If you double-click a clip directly from the Browser, the effects will apply to all instances of the clip.

- 1) Drag the clip to the timeline.
- 2) To add effects using the Motion tab, double-click the clip in the Timeline to open it in the Viewer window.
- 3) To add effects interactively in the Canvas window, position the playback head in the clip where you want to start working.
- 4) In the Canvas window, make sure your View (dropdown menu at the top) is set to **'Image + Wireframe'** and **'Show Overlays'** then click on the footage in the Canvas window to show the wireframe.
- 5) Add your desired effect, as follows:
  - **Rotate** = With the Selection (arrow) tool, cursor *close to* any corner point until the cursor changes to the rotate icon.
  - **Scale/Distort** = With the Selection (arrow) tool, cursor directly *over* a corner point until the cursor changes to a crosshair.
  - **Move** = With the selection (arrow) tool, cursor anywhere in the body of the clip, click & drag
  - **Crop** = Use the crop tool (8<sup>th</sup> one down on the Tool Palette) to click & drag crop individual sides of your footage.
  - **Distort** = Use the distort tool (click & hold on the Crop Tool to reveal it) allows to grab individual corners of your footage to stretch and distort.

## ANIMATING MOTION EFFECTS WITH KEYFRAMES

You may want to set motion effects that change over time, i.e. make a clip zoom in or out, rotate, appear/disappear, or move across the screen. To do this, you need to set **keyframes** for the different motion effect values over time.

- 1) To animate any motion effect, go to the first position of the animation and create the effect you want (use the motion tab to set exact values or do it interactively in the **Canvas** window – first click on the footage to show the wireframe.)
- 2) Then click the '**Add Motion Keyframe**' button:



You'll see the wireframe turn green. This is the visual indicator of a motion keyframe.

- 3) Use the playback head in the timeline to scrub to the next place where you want to set a keyframe. Change the motion effect and FCE will automatically create another motion keyframe – you'll see the wireframe turn green again. Continue this process, testing playback as you go.

## EDITING MOTION KEYFRAMES

Using keyframes can feel awkward at first, but with practice and editing experience it will become intuitive. Some editing tips:

- To **move to** another keyframe, just scrub the playback head through the clip until you see the wireframe turn green (an arrow also appears in the clip in the Timeline).
- To go to the **next** keyframe, type **shift + K**
- To go to the **previous** keyframe, type **option + K**
- To **delete** a keyframe, move to the keyframe, then Control+click on it and select 'Delete Point'.