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Creating Random Motion using the Randomize behavior; Stop, Wriggle, Rate, and Quantize; Using the Link behavior; An intro to Text behaviors; Writing on your shape's outline; Creating constant and variable speed changes; Holding and looping your animations; Chapter 4:Making It Move with Keyframes; Introduction

Moving a still's anchor point and keyframing its scaleDeleting and disabling keyframes; Keyframing a group; Autokeyframing multiple parameters on a shape; Working with multiple parameters in the Keyframe Editor; Moving keyframes in the Keyframe Editor; Reversing Keyframes; Understanding and changing the interpolation; Converting behaviors into keyframes; Combining keyframes and behaviors - animating a Photoshop file; Combining keyframes and behaviors - animating a clock; Chapter 5:Let's Make Text; Introduction; Changing the text format; Changing the text style

Changing the layout and creating text on a pathAdding and trimming multiple text behaviors; Sequence Text; Using the Transform Glyph tool; Saving your favorite text animations and styles; Using vector images from the special characters library; Using videos and textures to fill text; Creating a lower third for FCPX; Chapter 6:Paint and Masks; Introduction; Using the Paint Stroke tool; Changing Shape Style and Width Over Stroke; Using Sequence Paint; The relationship between shapes and Paint; Using shape masks; Creating a garbage matte for a green screen; Adding a video to a television screen

Applying multiple masks to an image and changing mask modes

Sommario/riassunto	Step-by-step, practical recipes to build simple and complex Motion Graphics with Motion 5""Apple Motion 5 Cookbook"" is designed for Final Cut Pro X video editors and Motion 5 users looking to gain more knowledge of how Motion works, and to get more of a 'WOW' factor in projects. It's also aimed at designers and motion designers alike, who are looking to build on their skillsets.