

Final Cut Express: 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.
4. Turn on the wireframe.
5. 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.
6. 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’ & ‘Opacity’ changes if you are having the image move.



7. 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).
8. Make any additional changes to the image at that end point.
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.

