

Appendix **A**

Introduction to LiveType

LiveType is a special-effects titling application that comes bundled with Final Cut Pro 5. It allows editors with minimal motion graphic experience to create high-quality, animated titles and graphics for importing into their Final Cut Pro sequences. In the past, if editors wanted to include animated titles and graphics in their sequences, they would hire a motion graphic artist or spend hours building complex animations. LiveType simplifies the process by providing pre-keyframed effects that can be customized quickly and easily.

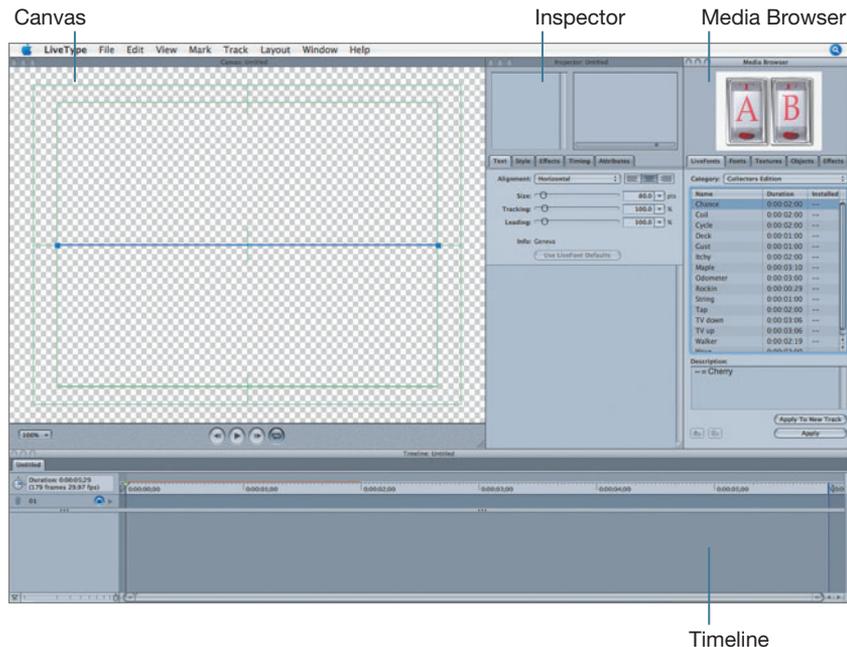
Using the LiveType Interface

LiveType consists of a variety of animated media, including graphics, textures, and character sets called LiveFonts. Each of these elements has built-in motion effects. The beauty of LiveType is that you can be as involved in the creative process as you like. With over 9 gigabytes (GB) of animated media and dozens of premade project templates available, you can click a few buttons to create professional, quality animations instantly. You can also customize existing animations or create your own from scratch for a more unique look.

- 1 Launch LiveType by clicking the LiveType program icon in the Dock. Or double-click the LiveType program icon in the Applications folder.

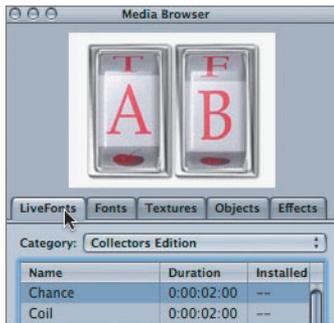


The LiveType interface consists of four primary windows: the Canvas, the Inspector, the Media Browser, and the Timeline. The four windows float freely and can be moved and resized to suit your needs, just as in Final Cut Pro.

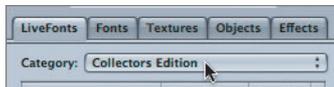


- ▶ The Canvas is a visual representation of your title sequence. Here you adjust the position of your graphics and titles and create motion paths.
- ▶ The Inspector is where you select and customize parameters for your titles, graphics, and animations.
- ▶ The Media Browser provides access to preset LiveFonts, regular fonts, textures, objects, and effects.
- ▶ The Timeline, just as in Final Cut Pro, is a graphical representation of your sequence. This is where you add keyframes as well as change the duration and position of your tracks.

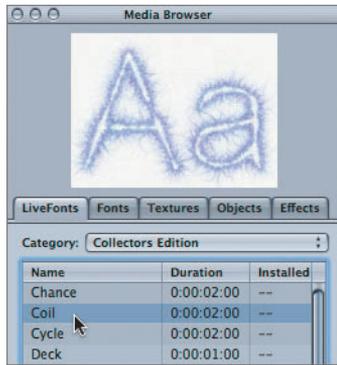
2 In the Media Browser, click the LiveFonts tab, if it's not already selected.



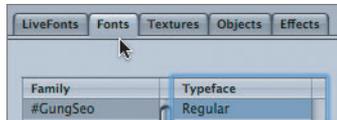
A list of preset font animations appears. These animated fonts can be applied to any title you create. Make sure the Category is set to Collectors Edition.



- 3 Select the **Coil** LiveFont, and watch the preview at the top of the Media Browser change to reflect the current selection.

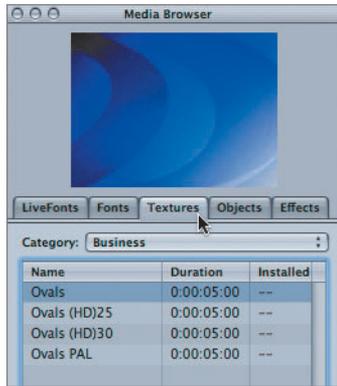


- 4 Click a few other items, or press the up and down arrows to move through the list, and preview the options. You can also switch to the Pro Series category and preview the items there.
- 5 Click the Fonts tab to see a list of available fonts installed on your computer.



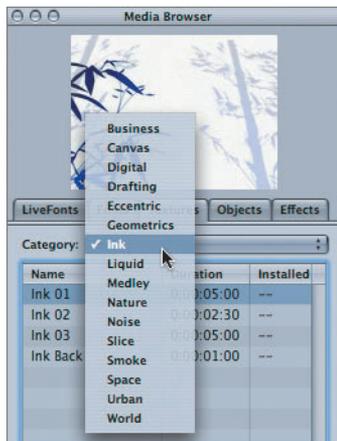
The fonts you see in this list are fonts that are installed in your operating system. You can use any of these fonts when you create your own title, but you cannot change the font type in the LiveFont selections. These are preset.

- 6 Click the Textures tab.

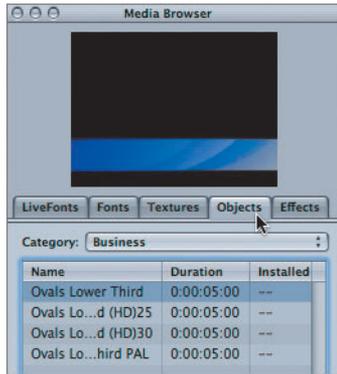


This tab has a list of textures you can use to fill backgrounds, titles, or graphics. Some of them are specifically for HD projects. The textures are grouped by category.

- 7 Choose Ink from the Category pop-up menu, then click a few different textures to preview them.



- 8 Click the Objects tab.



This tab has a list of animated graphics that you can use to enhance your compositions. Each graphic has a built-in alpha channel. This means that the background black or white areas of the graphic will be transparent when you composite them over titles or add them to a Final Cut Pro sequence.

- 9 In the Objects tab, choose Particles from the Category pop-up menu. Click a few objects in the Name column to preview them.
- 10 Click the Effects tab.



Effects in LiveType are separate packages of prebuilt motions, such as zooms, pans, and rotations, that can be applied to any element in

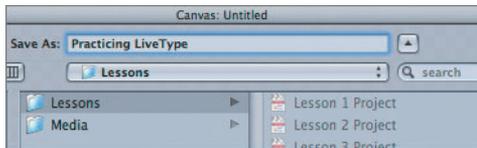
LiveType. Once an effect is added to an element, you can customize it to fit your project.

- 11 In the Effects tab, choose Zooms from the Category pop-up menu, and click a few zoom effects to preview them.

Building a LiveType Title

Now that you're familiar with the different preset titles and graphics in LiveType, you can build your own title. You begin building a title in the Inspector window. But first, you'll save your project to the Final Cut Pro Lessons folder.

- 1 Choose File > Save As, and name this project *Practicing LiveType*. Choose the Lessons folder as the destination, and click Save.

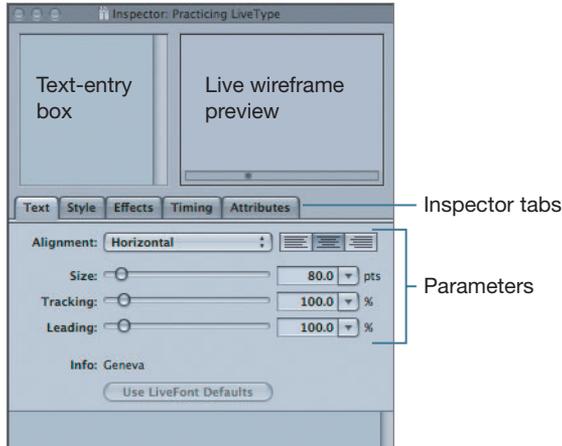


The project name appears at the top of the Canvas, Inspector, and Timeline windows. It is also displayed on the tab in the Timeline, similar to a sequence tab in Final Cut Pro.



The Inspector window is made up of a text-entry box, a live wireframe preview area, Inspector tabs for choosing different categories of parameters,

and the parameter area itself where you adjust values and settings for the elements in the Timeline.

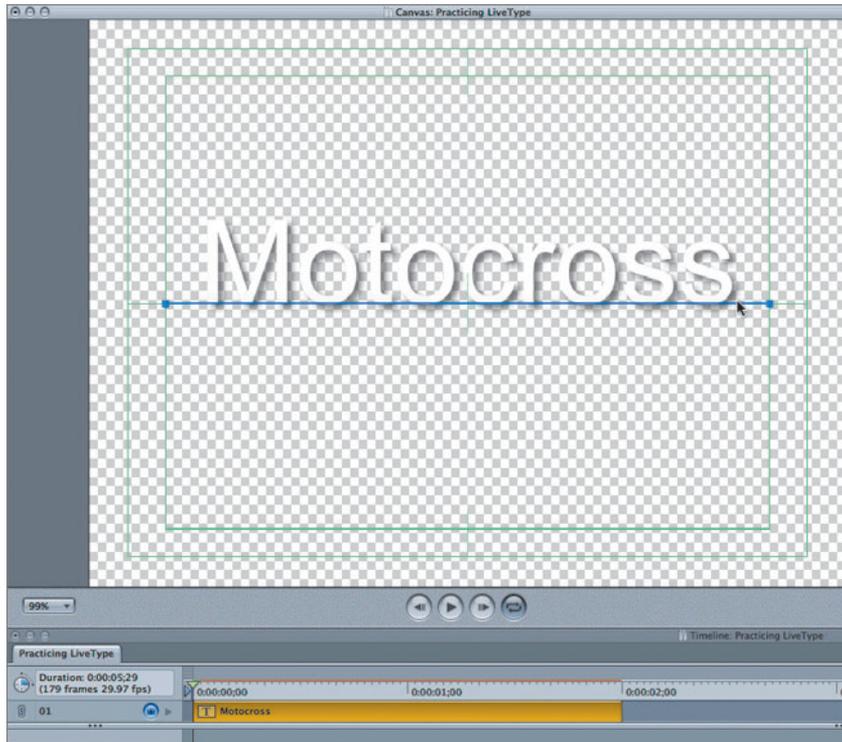


- 2 Click the text-entry box in the upper left of the Inspector, and type *Motocross*.

A new title element is automatically added to Track 1 of the Timeline. In the Canvas, the title has a dark blue line under it to show the title's position in the frame. There is a light green title/action safe overlay for reference.

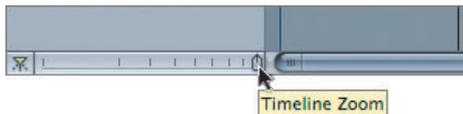
NOTE ► Make sure the playhead is parked over the new clip in the Timeline to see the text in the Canvas.

- 3 In the Media Browser, click the Fonts tab, and choose Arial Regular as the Font. Click Apply.



- 4 Click the Text tab, and drag the Size slider to change the size to 100 points, or enter *100* in the numerical field.

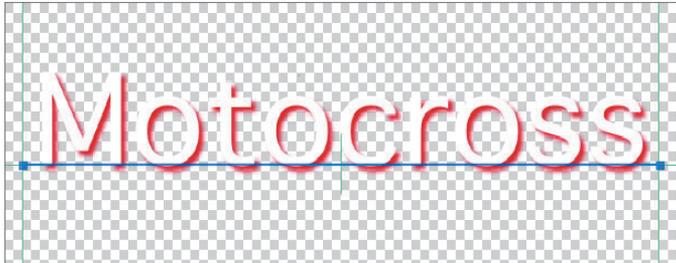
NOTE ► If you can't see the name on the track in the Timeline, click the right side of the Timeline Zoom to bring the whole title bar into view.



- 5 In the Inspector, click the Style tab.

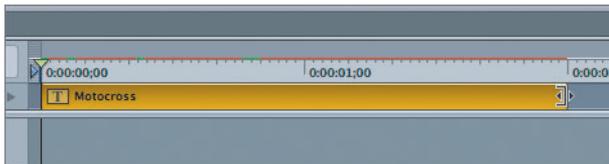
A drop shadow is added by default to your text object, as indicated by the Enable check box.

- 6 Slide Opacity to 100%. Change the X and Y blur parameters to 3. Make the Offset 4 for both X and Y. From the color swatch, select a deep red, and press Tab.



NOTE ► When you toggle the small lock to the right of the entry fields to its locked status, any number you enter in one field will also appear in the other.

- 7 Click the Effects tab. Since you haven't added any effects to your title, this window is empty. You will come back to this tab later.
- 8 Click the Timing tab. Notice that the duration says 2 seconds. In the Timeline, move your pointer over the right edge of the clip. The arrow turns into a resize tool.



- 9 Click the edge of the clip and drag to resize your clip to 5 seconds. When you release the mouse, notice the duration change in the Inspector.

NOTE ► You could also simply type 5 in the Duration field of the Inspector and press Enter to change the duration.

- 10 Click the Attributes tab, and make sure the Glyph button is selected. Click the rotate wheel and drag in a circle a few times to sample different rotations. Enter 0 in the rotation and degree boxes to set them back to normal.
- 11 Click the color swatch, and select a dark blue color. Press Tab, and close the color window by clicking the Close button in the upper-left corner.



- 12 Press Cmd-S to save your project.

Animating Titles

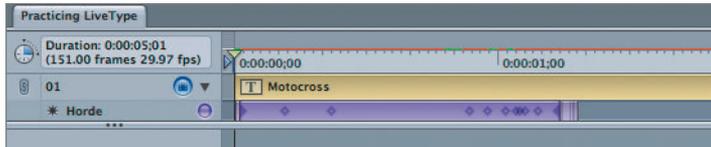
Now that you have created your title, you can also animate it. You will first apply a prebuilt animation. Later in the lesson, you will build your own animation from scratch.

- 1 In the Media Browser, click the Effects tab. Choose Fantasy from the Category pop-up menu. In the Names column, select Horde.



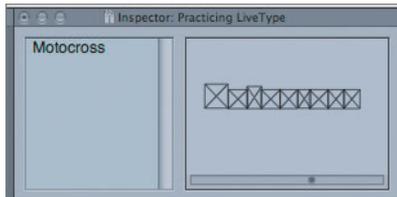
- 2 Click Apply. You can also double-click the effect name to apply it.

Notice that the new effect appears as a purple bar below the 01 title track. It is shorter in length because the default duration of the effect is 1:06, and the Motocross title is currently 5 seconds in the Timeline.



NOTE ► Effects show up as bars beneath the track to which they are applied.

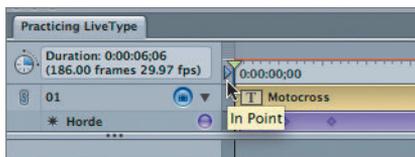
Watch the wireframe preview window to view the new animation. You will notice that the wireframe disappears for a few seconds at the end of the animation. This is because you are previewing the entire Timeline, but the clip stops short of the end.



- 3 Play the title animation clip in the Canvas by clicking Play.

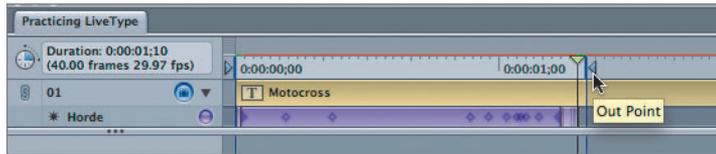
For the first second (the animation is actually 1.06), the title is animated. For the next 3.4 seconds, the title plays without animation. The playhead then continues to the end of the Timeline.

In the ruler area of the Timeline, there is an In point at the head and an Out point at the end of the visible Timeline.



These are Render Selection In and Out points. You use them to define which areas of the Timeline you will be previewing or rendering.

- 4 To render just the animated portion of the title clip, move the playhead to the end of the effect bar, and press O on the keyboard. This moves the Render Selection Out point to the end of the effect.

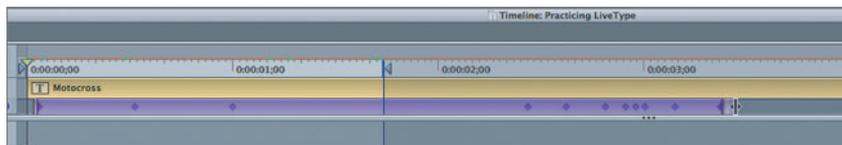


- 5 Press Home to send the playhead to the beginning of the Timeline, and press the spacebar to play the animation in the Canvas.

The animation plays as a loop between the Render Selection In and Out points.

NOTE ► If you drag the playhead anywhere in the Timeline, you will see a still frame of the title at that location.

- 6 To slow down the animation and make it last longer, click the edge of the Horde bar in the Timeline and drag to the right until it is about three-quarters the length of the title track.



NOTE ► The blue vertical line marks the end of the current Render Selection Out point, but once a change has been made to the effect, the entire effect will have to be rendered again.

- 7 Drag the playhead to the end of the Horde effect, and press O to extend the Out point.

Now both the playhead and the Render Selection Out point are at the end of the Horde bar.

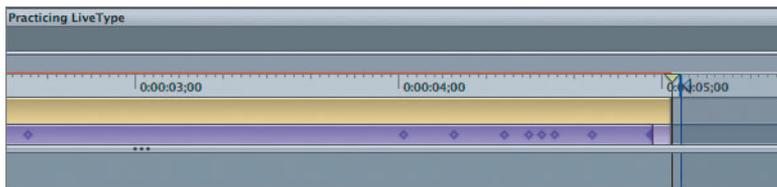
- 8 Extend the Out point to the end of the Motocross title. To play the full animation, press the spacebar or click the Play button in the Canvas.

LiveType plays the sequence slowly as it loads the animation into memory. After the first pass, the animation will play out of memory in real time. Notice the render bar change from red, before the title is loaded into memory, to green once the title is able to play in real time.

- 9 Make sure the effect bar in the Timeline is still selected, then click the Timing tab in the Inspector, and drag the Sequence slider to about 6, or just enter 6 in the Sequence field.

In the Timeline, the first part of the effect bar is now a lighter purple than the rest of the bar, and there are hash marks in the light purple area. These marks represent the sequencing of the effect. As you can now see from the wireframe preview, the individual letters appear at different times. One of the powerful features of LiveType is its capability to affect individual letters of a title separately.

- 10 Click the edge of the Horde effect bar and drag until it is the same length as the title track.



Once the effect is rendered, this longer animation will play more slowly as it continues for the full length of the title.

NOTE ► To see your title track without a particular effect applied, toggle the Visible button for the track you don't want to see, just as in Final Cut Pro.

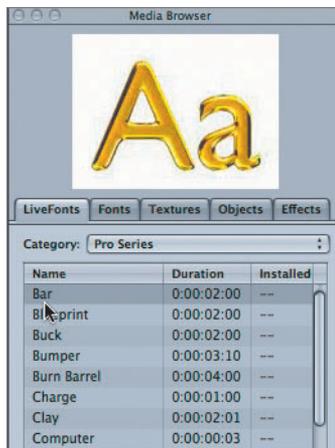
Using LiveFonts

As you've just seen, you can create your own titles using fonts that are installed in your system, and you can then apply effects to create a unique look. However, for an immediate impact you can choose from a variety of LiveFonts that automatically apply textures and animations as part of the text. This gives you a way of quickly adding excitement to your title with the click of a button.

- 1 Click the Horde effect in the Timeline, and press the Delete key.

The effect is removed from the Timeline.

- 2 In the Media Browser, click the LiveFonts tab, and choose Pro Series from the Category pop-up menu.
- 3 Select the first LiveFont, Bar.



- 4 Make sure the title track is selected in the Timeline, and click Apply.

The duration of the title changes to 2 seconds, the LiveFont default duration.

- 5 Drag the title bar to give it a duration of 5 seconds, render the title, and play the animation.



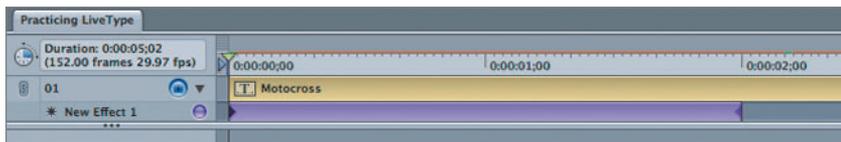
Creating Effects from Scratch

Instead of limiting the title to a prebuilt effect as in the last exercise, you can also create an effect from scratch by adding keyframes and changing motion parameters. In this exercise, you will create your own motion path for the title before adding an additional LiveType effect and a texture background.

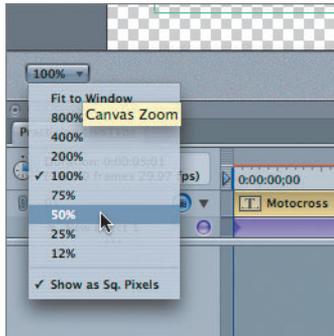
- 1 Choose Track > Add New Effect, or press Cmd-E.

A new effect bar appears under the title track in the Timeline.

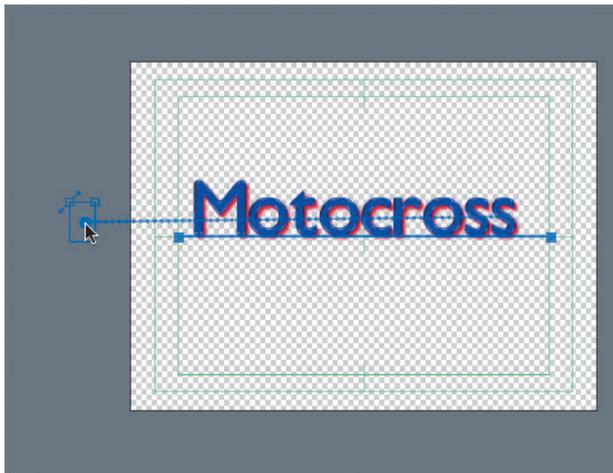
- 2 Click the right edge of the effect bar and drag right to give it a 2-second duration.



- 3 In the Canvas zoom pop-up menu, change the size to 50% to allow you to see your motion path more easily.

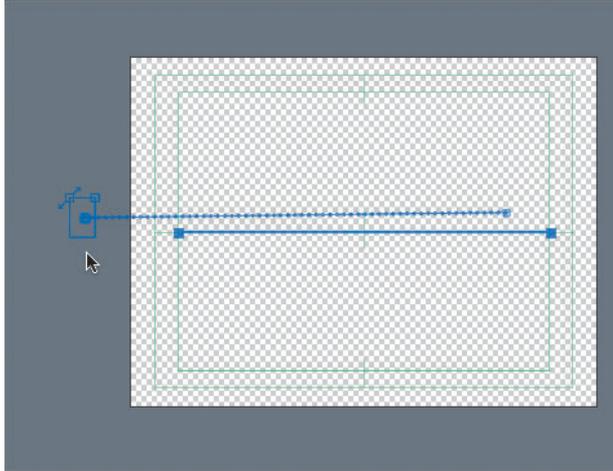


- 4 Move the playhead to the beginning of the Timeline to specify where the animation is to begin. Make sure the effect bar is selected in the Timeline by clicking it.
- 5 In the Canvas, click the last *s* and Shift-drag it left until it is outside the viewable area.



When you release the mouse, all the letters follow, and the text disappears because it has moved left out of the frame. Though the letters are gone, in

their place is a bounding box for the letter you dragged and a motion path from the title's offscreen position to the original position.



The wireframe preview is now showing the animation you created.

- 6 Click once in the Canvas to remove the bounding box. Click Play to view the animation.

The animation loads into memory and then plays in a loop.

- 7 Toggle the Canvas Continuous Loop button to play the animation without looping.

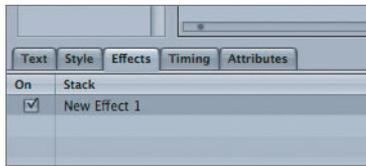


You have now specified that the title will start off-frame and end in the center. LiveType has interpolated the in-between frames to create the animation.

Adding Multiple Effects

Additional effects can be applied to the same track to further customize your animation. These can be prebuilt effects, brand new effects, or a combination of both.

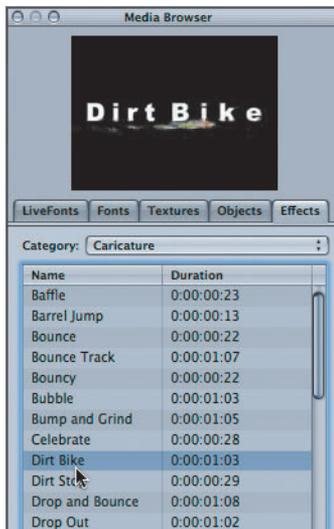
- 1 In the Inspector, click the Effects tab. Notice that the new effect you created is listed there.



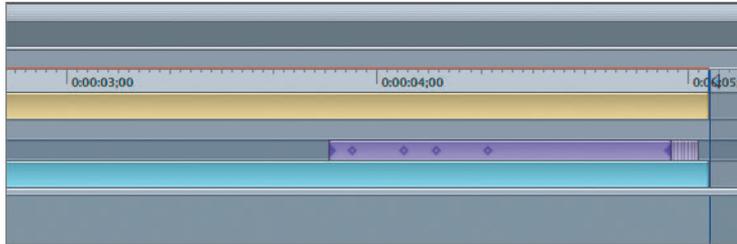
- 2 Double-click the name, and change it to *From left to center*.

The name change appears in the Inspector and in the Timeline.

- 3 To add a second LiveType effect, click the title bar to make it active. In the Media Browser, click the Effects tab. Choose Caricature from the Category drop-down menu, and select Dirt Bike. Click Apply.



- 4 In the Timeline, click in the middle of the Dirt Bike effect bar and drag it to the right to place it at the end of the sequence, if it's not already there.



You now have a title animation composed of two separate animations—one that you created yourself and one that was prebuilt.

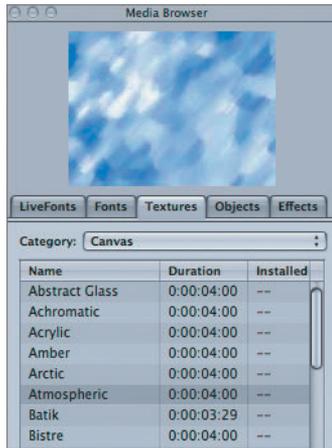
- 5 Press the spacebar to render and watch the animation.

NOTE ▶ Each new change requires re-rendering.

Adding Textures

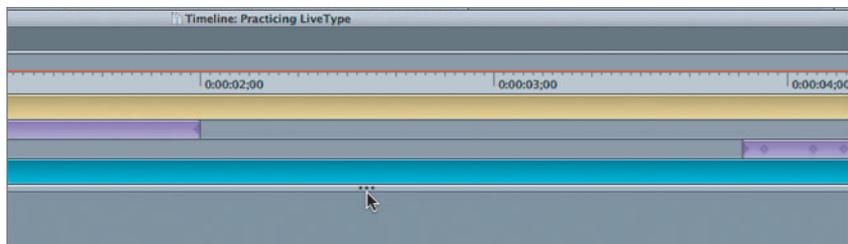
Textures can add depth to any animated titling project. You can use them to fill existing titles and objects or place them in the background to give richness to your animation.

- 1 In the Media Browser, click the Textures tab, and choose Canvas from the Category pop-up menu.
- 2 Select Atmospheric, and click Apply To New Track to add the texture to the Timeline.



NOTE ► If you apply an effect that hasn't been installed yet, LiveType will place a still proxy frame in the Timeline instead of the actual media. You can then install the effect at any time by clicking the Install button in the lower-right corner of the Media Browser

- 3 Click the right edge of the new texture track and drag to adjust the length of the track to match the length of the title track.
- 4 If necessary, click the thin gray background bar and drag it below the new texture track. This ensures that the texture will be included in the final output.



- 5 Restore the Canvas window to Fit To Window, then render and play the completed title sequence.

NOTE ► You can change the color of a texture in the Attributes tab in the Inspector by making a selection from the color swatch.

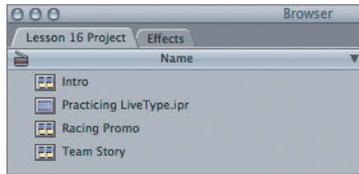


- 6 Press Cmd-S to save this project.

Importing a LiveType Project into Final Cut Pro

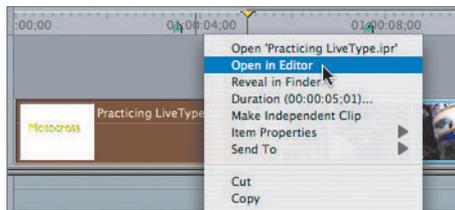
When you are happy with your animations, you can simply import your LiveType project into Final Cut Pro. The project will appear in the Browser as a clip, and you can edit it as you would any clip. To make changes to it, you can open it in the LiveType application from within FCP, make the changes in LiveType, and save the changes, and the file will update automatically in FCP. Follow these steps to import the current LiveType project, or your own personal project, into FCP:

- 1 From within Final Cut Pro, open the **Lesson 16 Project**, or any FCP project file in which you'd like to use a LiveType project you've already created and saved.
- 2 Choose File > Import > Files, or press Cmd-I. From the Choose A File window, navigate to the Lessons folder, and select **Practicing LiveType** to import the LiveType project you've just created, or navigate to wherever you saved the project you want to open. Click Choose.



In the Browser, the LiveType project appears as a clip icon with the suffix *ipr*.

- 3 Open the **Practicing LiveType.ipr** clip in the Viewer. Using the same method you would to edit any clip, insert this clip at the head of the open *Racing Promo* sequence.
- 4 To make changes to this LiveType clip, Ctrl-click the **Practicing LiveType.ipr** clip in the sequence and choose Open In Editor from the shortcut menu.



This launches or reverts to the LiveType application where you can make changes to this LiveType project. Once you save the new changes and return to Final Cut Pro, those new changes will appear in the open sequence.

There are many ways you can use LiveType in your projects, not only for animating titles, but for adding interesting backgrounds as well. Using this lesson as an introduction, spend time exploring LiveType, creating your own animated titles and backgrounds, and incorporating them into your projects.