Motion

Creating Animation with Behaviors

Stacking Behaviors

You can add many behaviors to a layer, and Motion will combine their effects. In this exercise, you use a behavior to make the layer fade into view and then disappear, and a second behavior to make the layer tumble as it appears to fall away.

1 From the Library, drag the Fade In/Fade Out behavior onto the *1984* layer.

2 Drag in the HUD to increase the Fade In duration to 30 frames.

To make the layer tumble, use the Spin behavior. When you are more familiar with using behaviors, it can be faster to select them from the Toolbar.

3 In the Toolbar, click the Add Behavior icon and choose Basic Motion > Spin. The Spin behavior appears underneath the *1984* layer, stacked on top of the other behaviors.

4 In the HUD, drag clockwise 360 degrees around the edge of the circle. An arrow indicates the direction and amount of spin; the "x1" at the lower right of the HUD indicates the number of revolutions.

The layer now spins around its anchor point, but it is only rotating parallel to the screen. It would be more interesting if the layer tilted (like a laptop screen) and swung (like a door).

5   In the HUD, drag the 3D arrows inside the circle. The layer now rotates on all three axes and tumbles as it shrinks.


Now that you have three behaviors applied to this layer, you can adjust each of them in the context of the completed animation while playing the project. You can quickly switch between the behaviors in the HUD, or use the Inspector to apply more precise adjustments.

6   Press the D key to select the next behavior, the Fade In/Fade Out behavior, and adjust it as desired in the HUD.

Pressing D repeatedly cycles through all the behaviors and filters applied to a layer and the layer itself, making it easy to quickly make changes in the HUD, even if the Layers tab is closed.

7   Press F2 to open the second tab of the Inspector: the Behaviors tab. Here, you can precisely adjust all of a behavior's parameters, some of which are not available in the HUD.
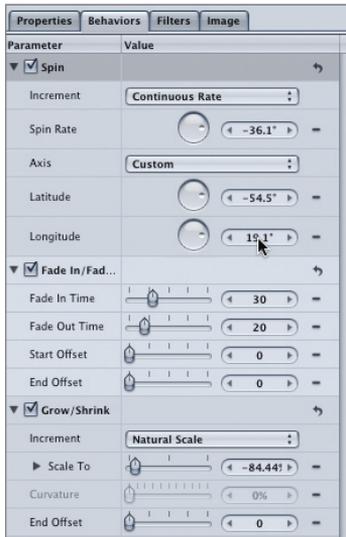
8   In the Spin behavior section, from the Axis pop-up menu, choose Y. The layer now swings around only its vertical y-axis.

9   Reset the Axis pop-up menu to Custom, and adjust the Latitude and Longitude parameters to your liking.

10   Stop playback and save your work.

Your first animation with behaviors is complete. In Part 3 of this series, we'll animate the other dates by copying some of these behaviors and applying new ones.