# Making Photos Come Alive in Motion 5.4

## 1. Flexible Pan & Scan Animations

- Introduction
- Creating the Motion Project
- Creating a Ken Burns Type of Animation
- Adding the Move Behavior
- Adding a Second Move Behavior
- Ensuring Full Frame Rate Playback
- Saving the Project
- Exporting a Movie of the Project
- 2. Making Selections in Pixelmator
  - Making a Selection in Pixelmator
  - Using the Polygonal Lasso Tool
  - Cutting a Selection to a New Layer
  - Merging Layers
  - Using the Magnetic Selection Tool
  - Cleaning up the Magnetic Selection
  - Using the Pen Tool
  - Using the Quick Selection Tool
  - Saving your Selection Progress
  - Using the Refine Selection Tool
- 3. Creating a Clean Plate
  - Using the Clone Stamp Tool
  - Using the Repair Tool
- 4. Positioning & Animating Layers In 3D
  - Importing a Photoshop File
  - Adding a Camera
  - Using the HUD
  - Adjusting Position & Scale Simultaneously
  - Moving the Anchor Point
  - Using the Zoom In/Out Behavior
  - Adding the Dolly Behavior
  - Using the Move Behavior
  - Reversing the Move Direction

### 5. Creating a Ground Plate

- Creating the Ground Plane
- Adjusting the Angle of View
- Another Example
- Creating a 3D Box

#### 6. Animating with mPuppet

- Applying mPuppet
- Adding Handles
- Removing a Handle
- Creating the Animation
- Viewing the Mesh
- Adding Additional Handles
- Moving Groups of Handles
- Using Recording
- Using the Depth Parameter

### 7. Creating a Rack Focus Effect

- Enabling Depth of Field
- Adjusting the Near Focus
- Using the Focus Behavior
- Adding a Filter Effect