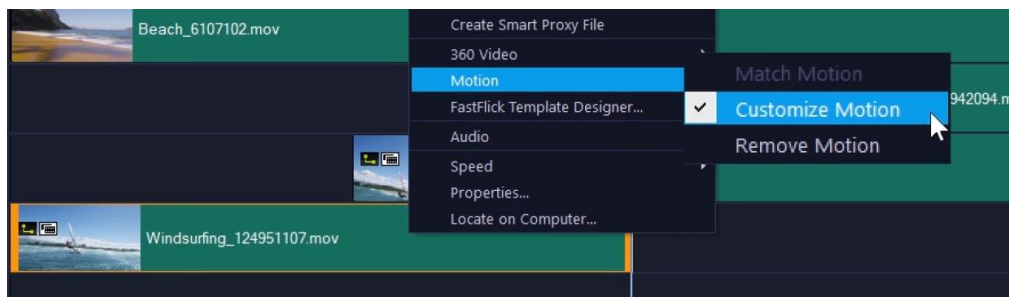


## Creating Custom Motion Paths

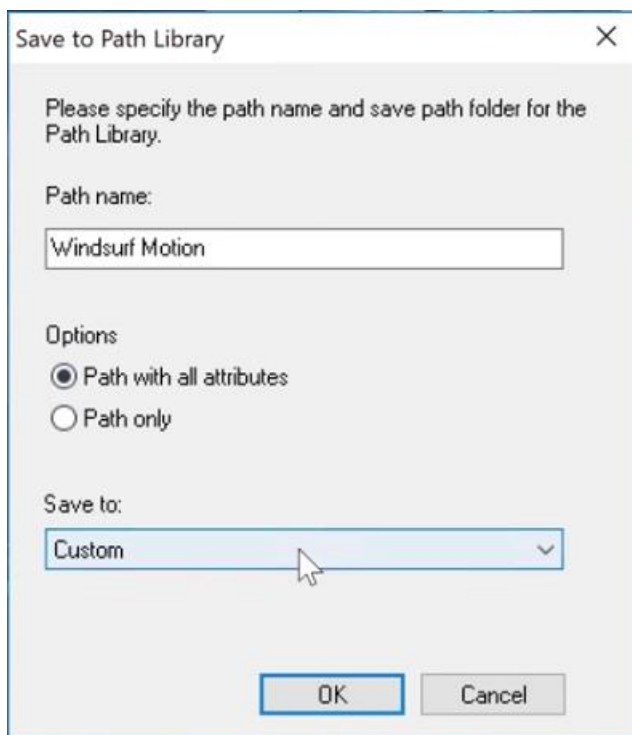
Once you have learned how to create custom motion effects, you can save them as paths to use on other media elements and in future video editing projects. Creating motion using keyframes can be time-consuming, so learning how to save your custom motion paths will save you a lot of time and effort. If you are not familiar with creating custom motion effects, please [watch our tutorial on Custom Motion Effects](#) first.

## Saving Custom Motion Paths

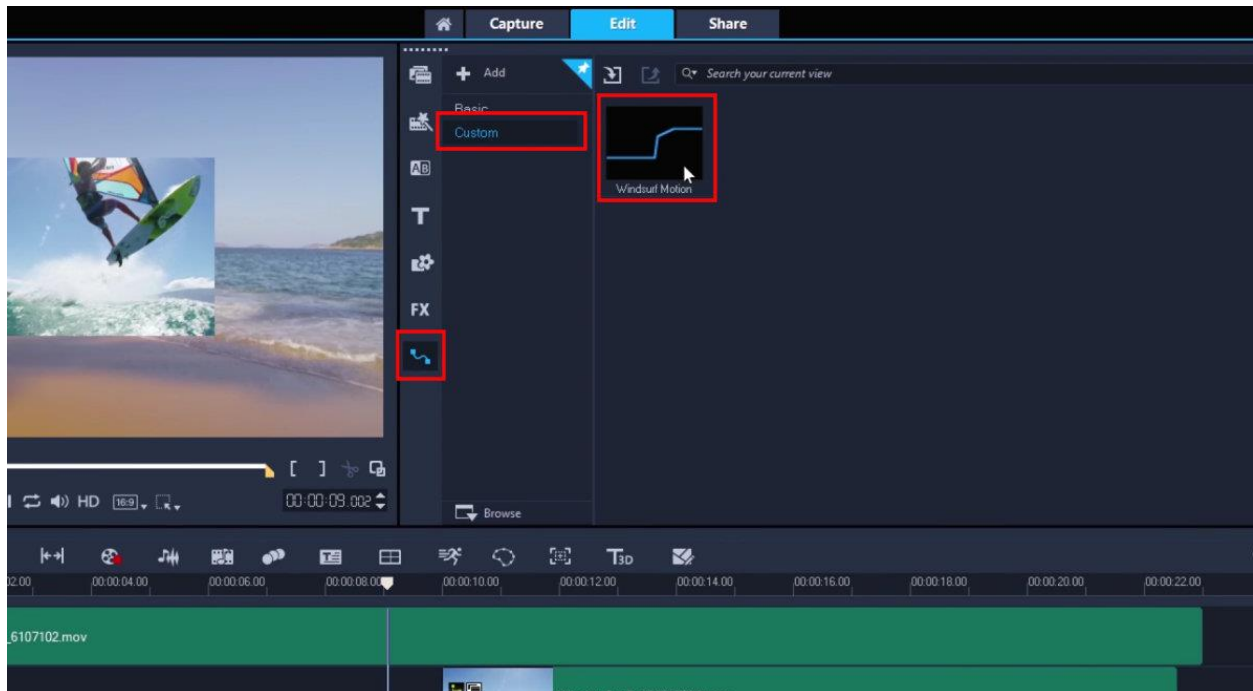
In the previous tutorial, we created the motion of a windsurf clip over a beach background. We will now save the motion as a custom path by right-clicking on it and selecting **Motion > Customize Motion** to open the **Customize Motion** window.



In the **Customize Motion** window, select **Save to**, then enter a **Path name** and choose the **Path with all attributes** option. Save it to the **Custom** folder.



Back on the timeline, open the **Path** menu in the library and click on the **Custom** folder. The new path will show up here.



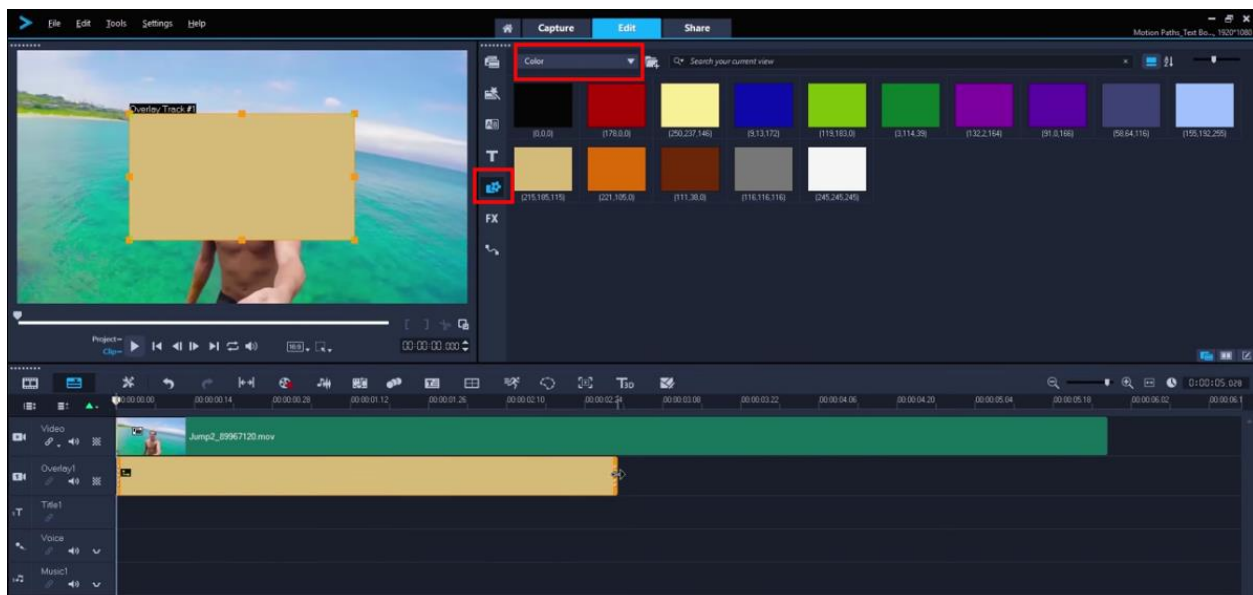
If we drag and drop this path onto the next two clips in the timeline, they now have the exact same movement as the first clip.

## Applying Custom Motion Paths to Graphics and Text

For the next part of this tutorial, we are going to create a new custom motion path for a graphic object and a title in a new project.

Open the **Graphic** menu in the library, choose **Color** in the **Gallery** dropdown, and pick a color. This will be a background text box for a title.

Drag and drop the color graphic onto the **Overlay** track in the timeline, then drag out the right edge to extend the length, 5 seconds in this example.

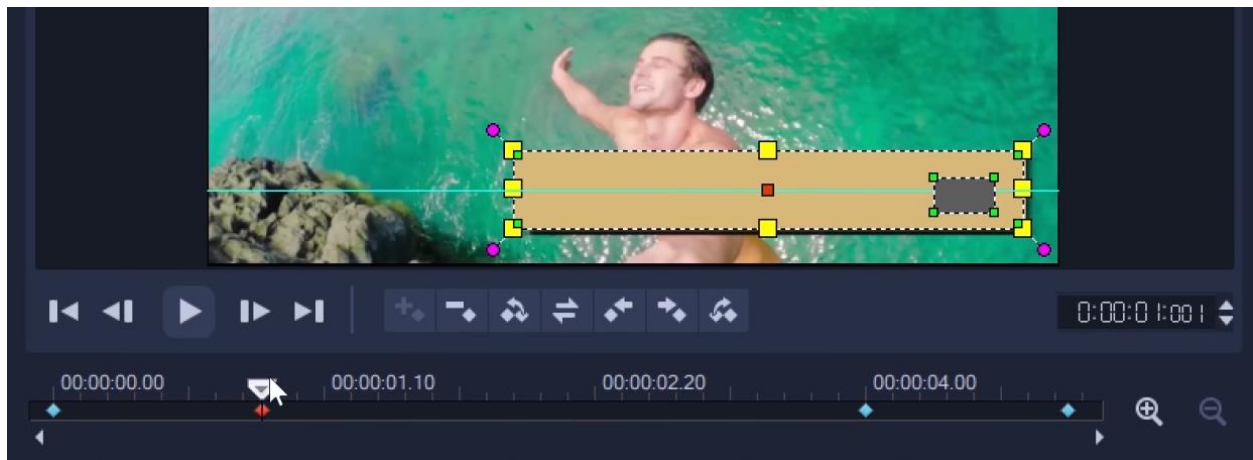


Right-click on the color graphic in the timeline and select **Motion > Customize Motion**. In the **Customize Motion** window you can resize and reposition the color graphic to something suitable for a text box.

*TIP: click on the **Lock Aspect Ratio** icon in the **Size** area to unlock this before you resize the color graphic.*

Now we will add **keyframes** for motion. In this example we used the following keyframes for our 5-second text box clip:

- A starting keyframe with the position completely off screen to the right at 0:00.
- A second keyframe on screen at our text box position in the lower right corner at 0:30 (giving us a 30-second entry animation).
- A third keyframe at the same position at 4:30 (which will keep our textbox in the same position from 0:30-4:30).
- A final keyframe completely offscreen to the left at 5:00 (giving us a 30-second exit animation).

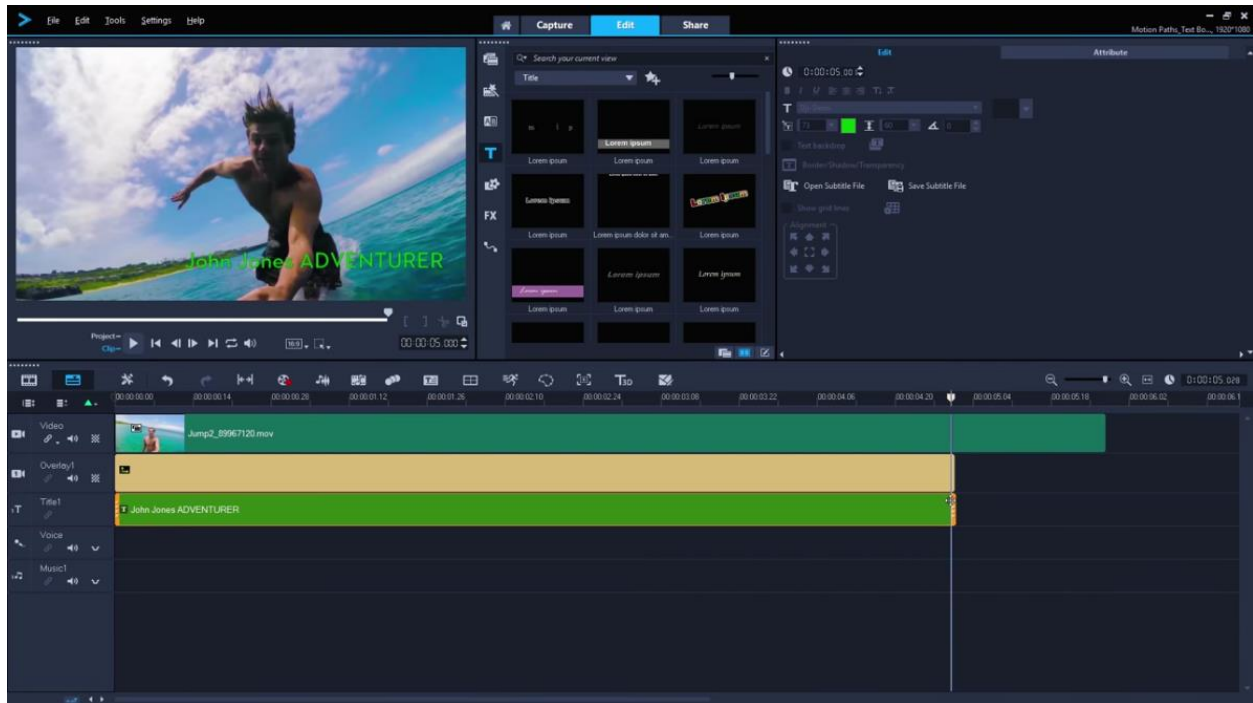


This will result in an animation that enters from the right, stays on the screen for a few seconds, then exits to the left. In the **Customize Motion** window you can also add a shadow or border, adjust opacity or rotate. In this example we added a shadow to our text box graphic.

We want our title to be positioned on top of the text box graphic and follow the same motion, so we first need to save our new motion path we just created.

Click the **Save to** button at the bottom of the **Customize Motion** window and enter a **Path name**. This time select the **Path only** option. This will save the motion of the text box without any of the other transformations we made to it - we don't want to stretch or compress our text or add a shadow like the one we added to the text box. Save it to the **Custom** folder and then click **OK** to exit the **Customize Motion** window.

Back on the timeline, click on the **Text** icon and type your text in the **Preview** window. Resize and position it to fit into the text box graphic. On the **Title** track in the timeline, drag out the right edge to increase the duration of the text so it matches the duration of the text box graphic (5 seconds in this case).



Click on the **Path** icon in the library and find the new path in the **Custom** folder. Drag and drop it on the title in the timeline. The title will now follow the same path, staying over top of the text box the entire time.

You can reuse these custom motion paths for other elements that you want to have the same motion, either within the same project or in new projects you create in the future.