

## Motion Design

### Introduction

In this course, you will learn the techniques of creating motion graphics videos with a focus on animation and motion design.

The course starts by teaching traditional animation to supply students with strong animation foundation. In the second part of the course students go in depth through the different processes of designing the motion graphics video such as storyboarding, camera techniques, character animation, video editing, etc.

### Things to know before entering this course

Drawing and Graphic Design skills is required for this course

**Course Duration:** 20 classes, 3 hours per class

### Course contents

#### Class 1

- Introduction to Animation and Software

#### Class 2

- Animation Styles
- Principles of Animation

#### Class 3-4

- Animation Principles Cont.

#### Class 5

- Basic walk cycle

#### Class 6

- Animating in perspective
- Camera Animation

### **Class 7**

- Effects and Morphing

### **Class 8**

- Motion Graphics styles
- Introduction to After Effects

### **Class 9-10**

- Animation, techniques and transitions

### **Class 11**

- Object animation

### **Class 12-14**

- Character Animation in After Effects

### **Class 15**

- Dealing with 3D elements

### **Class 16**

- Camera and layered background

### **Class 17**

- Storyboard and directing

### **Class 18**

- Video and sound Editing

### **Class 19-20**

- Final project

### **Attendance Policy**

Being absent more than 15% percent of the course classes is an automatic course failing

### **Grades**

Grades are based mainly on attendance, Assignments and final project