

Motion Design Fundamentals

Introduction

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

The course would equip students with the necessary tools to create stunning motion graphics as well as provide them with core understanding of animation and its principles to lay fundamentals for their future motion design career

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 1-2

- Introduction to software

Class 3-4

- Parenting and Effects
- Masks and levels

Class 5

- Key Frames

Class 6

- Shape Layers

Class 7

- Intro to 3D

Class 8-9

- The 12 Animation Principles

Class 10

- Feeling the physics bounces

Class 11

- Graph Editor and realistic movements

Class 12

- Transitions

Class 13

- Morphing

Class 14

- Liquid Animation

Class 15

- Collage animation “Breaking The Roles”

Class 16

- Texture and Stylizing

Class 17

- Intro to character animation Fk, Ik

Class 18-20

- 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.