Motion Design Advanced

Introduction

The course will teach advanced topics for motion designers giving them the opportunity to enhance their skills and advance their career.

Things to know before entering this course

Motion Design Fundamentals course or equivalent skills is required for this course.

Course Duration: 22 classes, 3 hours per class

Course contents

Class 1-2: (Animation Revision)

Class 3-4: (Complex animations)

- Eye tracing
- Advanced Transitions
- Interaction between elements

Class 5-7: (Advanced Shape Techniques)

- Faux 3D
- Shape layer style (light, shadow, etc)

Class 8-10: (Cameras and 3D)

- Camera and Environment
- 3D In After-Effects
- Animating Using reference
- Hand Drawn camera movement

Class 11: (Secondary Animation)

- Swarm, fire and flow

Class 12: (Expressions)

Class 13-14: (Character Animation)

- Walk cycle
- Jumping

Class 18-19: Preproduction

- Storytelling
- concept development
- Animatics
- Music and editing

Week 20-22: (Final Project)

- Finalizing project

Attendance Policy

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

Grades

Grades are based mainly on attendance, assignments, and final project.