Certificate in Animation, Motion Graphics

Fees 30,000/- Duration 6 Months Only

Schedule of Course(Weekdays 2 Hour Per Day (3 days a week)
or
Weekend 3 Hours per day(Saturday and Sunday)

Software that you will learn in this course

1. **Moho**
2. **Adobe After Effects**
3. **3D Max**

Eligibility: 12th Pass in any Stream

Course Objectives

- Creating visually stunning motion graphics and animations for various digital media platforms

- Utilizing software, such as Adobe After Effects, Blender etc. to design and execute captivating motion graphic projects

- Incorporating typography, visual effects, and sound design to enhance the overall impact and engagement of motion graphic content

- Adapting and optimizing motion graphics for different screen sizes and resolutions to ensure seamless playback on various devices

- Demonstrating a keen eye for aesthetics and attention to detail, ensuring high-quality motion graphic deliverables that meet client requirements and exceed expectations

- Contributing to the creative process by bringing innovative ideas and creative solutions to the table, contributing to the overall success of the design team

- Collaborating with the creative team, including graphic designers, video editors, and content creators, to conceptualize and storyboard motion graphic projects that align with brand guidelines and project objectives"

Module 1

1. **Introduction to Animation with Moho**
   - Overview of Moho interface and workspace.
   - Understanding vector-based animation.
   - Basic tools and features in Moho.

2. **Creating Basic Animations**
   - Drawing and animating shapes and characters.
   - Keyframing and interpolation.
   - Practice project: Simple bouncing ball animation.

3. **Working with Bones and Rigging**
   - Introduction to bone rigging.
   - Rigging and animating a character.
   - Practice project: Rigging and animating a simple character.

Module 2

4. **Introduction to Motion Graphics with After Effects**
   - Overview of After Effects interface.
   - Understanding compositions and layers.
   - Basic tools and features in After Effects.
   - Motion Graphics and Visual Effects
   - Historical Overview
   - Types of Motion Graphics
   - Use and Importance of Motion Graphics

5. **Basic Animation Concepts and Layers**
   - Basic Animation
   - Keyframe Velocity
   - Working with the Graph Editor
   - Working with Layers
   - Layers and Stacking Order
   - Slip Editing
   - Sequence Layers Keyframe Assistant
   - Working with Proxy

6. **Effects, Modes, Masks, and Mattes**
   - Blending Modes

- Layer Styles
- Adjustment Layers
- Looping Footage
- Effects and Presets
- Motion Blur
- Masks
- Track Mattes
- Color Keying

7. **Advanced Animation Concepts**
   - Text Animation
   - Working with Audios
   - Parenting and Nesting
   - Expressions in After Effects
   - Frame Rate Manipulation
   - Paint and Clone
   - The Puppet Tools

8. **Exporting and Rendering**
   - Rendering Overview
   - Working with Proxies
   - Formats for Exporting
   - Common Problems Faced

Module 3

1. **Introduction The 3D Max Interface**
   - Navigate the 3DS Max User Interface   and Workspace
   - Transforming Objects Using Gizmos
   - Graphite Modelling Tools Set
   - Command Panel
   - Time Slider and Track Bar
   - File Management
   - Setting Up a Project Workflow
   - Clock Modelling
   - Spline Modifier
   - Bringing It All Together

2. **Modelling in 3DS Max: Architecture Model**
   - Units Setup
   - Importing a CAD Drawing
   - Creating the Walls
   - Creating the Doors
   - Creating the Window

- Adding the Floor and Ceiling

3. **Introduction to Animation**
    - Principles of Animation
    - Animating the Ball
    - Refining the Animation
    - Anticipation and Momentum

4. **Introduction to Lighting: Interior Lighting**
    - Three-Point Lighting
    - 3DS Max Lights
    - Lighting the Still Life in the Interior Space
    - Selecting a Shadow Type
    - Atmospheres and Effects
    - Light Lister

5. **3DS Max Rendering**
    - Rendering Setup
    - Cameras
    - Safe Frames
    - Raytraced Reflections and Refractions.
    - Rendering the Interior and Furniture

*80% Attendance are compulsory to achieve certificate.

Marking scheme for Final Certificate		
Sr. No	Activity	Marks
1.	Attendance	20
2.	Class Behaviour	20
3.	Term End Exam MCQ Based Max 40 Question of 0.5 Marks each	20
4.	Final Practical	20
5.	Presentation	20
Total Marks= 100		