

DEBASISH DAS

motion graphics designer

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ANIMATION FUNDAMENTALS & MOTION GRAPHICS COURSE MANUAL

ADOBE PHOTOSHOP [BASIC]

ADOBE ILLUSTRATOR [BASIC]

ADOBE AFTER EFFECTS

CINEMA 4D

Motion graphic design is a subset of graphic design in that it uses graphic design principles in a filmmaking or video production context (or other temporally evolving visual medium) through the use of animation or filmic techniques.

Computer programs for the film and video industry have become vastly more powerful and more available. One of the leading programs used by motion graphic designers is Adobe After Effects, which allows them to create and modify graphics over time.

Motion Graphics is a simple way of conveying complex message.

ADOBE AFTER EFFECTS provides a comprehensive set of 2D and 3D tools for compositing, animation, and effects that motion-graphics professionals, visual effects artists, web designers, and film and video professionals need. After Effects is widely used for digital post-production of film, video, DVD, and the web. You can composite layers in various ways, apply and combine sophisticated visual and audio effects, and animate both objects and effects.

COURSE CONTENT

Broadcast Television Systems | Basic Graphics Design | Motion Graphics | Visual Art And Design
| Color | Composition | Light | Animation | Photoshop [Basic] | Illustrator [Basic] | After Effects |
Logo Animation | 2d Character Animation | Info Graphics Card | Explainer Video | Understanding Of
Broad Cast Design | Creating Id For News TV | Creating Bumper | Lower Third | Program Identity .

CLASS - 01

Introduction of Motion graphics | history of motion in visual art and design | Broadcast television systems | Proportion | Perspective | Vanishing Point | Eye Level | Composition | Balance | Symmetry | Central Interest | Light & Shade | Color |

BASIC PHOTOSHOP LEARNING.

GETTING TO KNOW THE WORKFLOW

About the After Effects work area | Restoring default preferences | Creating a project and importing footage. Creating a composition and arranging layers | About layers | Adding effects and modifying layer properties | About the Tools panel | Animating the composition | About the Timeline panel. About time code and duration | Previewing your work | Optimizing performance in After Effects | Rendering and exporting your composition | Customizing workspaces | Controlling the brightness of the user interface | Finding resources for using After Effects | Review questions and answers

ASSIGNMENT

PROJECT

CLASS - 02

BASIC PHOTOSHOP LEARNING.

CREATING A BASIC ANIMATION USING EFFECTS AND PRESETS

Creating a new composition | Working with imported Illustrator layers | Applying effects to a layer | Applying and controlling effects | Applying an animation preset | Previewing the effects | Adding transparency | Rendering the composition | Review questions and answers

ANIMATING TEXT

About text layers | Creating and formatting point text | Using a text animation preset | Animating with scale key frames | Animating using parenting | About parent and child layers | Animating imported Photoshop text, Animating type tracking | Animating text opacity | Using a text animator group | About text animator groups | Animating a layer's position | Timing layer animations | Adding motion blur | Review questions and answers

ASSIGNMENT

PROJECT

CLASS - 03

BASIC ILLUSTRATOR LEARNING.

WORKING WITH SHAPE LAYERS

Adding a shape layer | Creating custom shapes | Duplicating shapes | Duplicating and modifying a composition | Positioning layers with snapping | Adding compositions to a 3D project | Adding the finishing touches | Extra credit | Review questions and answers

ASSIGNMENT

PROJECT

CLASS - 04

BASIC ILLUSTRATOR LEARNING

COLOR

ANIMATING A MULTIMEDIA PRESENTATION

Adjusting anchor points | Parenting layers | Precomposing layers | Key framing a motion path | Animating additional elements | Applying an effect | about solid-color layers | Animating precomposed layers | Animating the background | Adding an audio track | Supported audio file formats | Editing audio files in Adobe Audition | Review questions and answers

ASSIGNMENT

PROJECT

CLASS - 05

COMPOSITION

ANIMATING LAYERS

Preparing layered Photoshop files | About Photoshop layer styles | Simulating lighting changes | Duplicating an animation using the pick whip | About expressions | Animating movement in the scenery | Adjusting the layers and creating a track matte | About track mattes and traveling mattes | Animating the shadows | Adding a lens flare effect | Adding a video animation | Rendering the animation | Retiming the composition | Review questions and answers

ASSIGNMENT

PROJECT

CLASS - 06

LIGHT

COLOR CORRECTION AND KEYING

CLASS - 07

USING PLUGINS [TRAPCODE]

WORKING WITH MASKS

About masks | Creating a mask with the Pen tool | Editing a mask | About mask modes | Feathering the edges of a mask | Creating a Bezier mask | Replacing the content of the mask | Zooming and panning by touch | Adding a reflection | Creating a vignette | Adjusting the timing | Using the Rectangle and Ellipse tools | Tips for creating masks | Trimming the work area | Review questions and answers

ASSIGNMENT

PROJECT

CLASS - 08

USING MULTIPLE COMPOSITIONS

DISTORTING OBJECTS WITH THE PUPPET TOOLS

About the Puppet tools | Adding Deform pins | Defining areas of overlap | Stiffening an area | Animating pin positions | Squash and stretch | Recording animation | Review questions and answers

USING THE ROTO BRUSH TOOL

About rotoscoping | Getting started | Creating a segmentation boundary | Using Adobe Premiere Pro with After Effects | Fine-tuning the matte | Freezing your Roto Brush tool results | Refine Soft Matte and Refine Hard Matte effects | Changing the background | Adding animated text | Outputting your project | Review questions and answers

ASSIGNMENT + PROJECT

CLASS - 09

USING PLUGINS

PERFORMING COLOR CORRECTION

Previewing your project on a video monitor | Adjusting color balance with levels | Adjusting color balance with Color Finesse 3 | Replacing the background | Color-correcting using Auto Levels | Motion tracking the clouds | Replacing the sky in the second clip | Color grading | Review questions and answers

USING 3D FEATURES

Creating 3D text | Using 3D views | Importing a background | Adding 3D lights | Adding a camera | Repositioning layers | Adding a text layer | Review questions and answers

ASSIGNMENT

PROJECT

CLASS - 10

Characterization & Background | Storyboard | Animatics

WORKING WITH THE 3D CAMERA TRACKER

About the 3D Camera Tracker effect | Repairing rolling shutter distortions | Tracking the footage | Creating a ground plane, a camera, and the initial text | Creating realistic shadows. Adding ambient light | Creating additional text elements | Locking a layer to a plane with a null object | Animating the text | Adjusting the camera's depth of field | Rendering the composition | Review questions and answers

ADVANCED EDITING TECHNIQUES

Using Warp Stabilizer VFX | Bicubic scaling | Warp Stabilizer VFX settings | Using single-point motion tracking | Checking for drift | Moving and resizing the track points | Using multipoint tracking | mocha for After Effects | Creating a particle simulation | Understanding Particle Systems II properties | About high dynamic range (HDR) footage | Review questions and answers

RENDERING AND OUTPUTTING

Creating templates for the Render Queue | About compression | Exporting using the Render Queue | Preparing movies for mobile devices | Rendering movies with Adobe Media Encoder | Preparing a movie for broadcast output | Review questions and answers

ASSIGNMENT

PROJECT

CINEMA 4d

3D computer graphics or three-dimensional computer graphics are graphics that use a three-dimensional representation of geometric data that is stored in the computer for the purposes of performing calculations and rendering 2D images. Such images may be stored for viewing later or displayed in real-time.

3D computer graphics rely on many of the same algorithms as 2D computer vector graphics in the wire-frame model and 2D computer raster graphics in the final rendered display. In computer graphics software, the distinction between 2D and 3D is occasionally blurred; 2D applications may use 3D techniques to achieve effects such as lighting, and 3D may use 2D rendering techniques.

3D computer graphics are often referred to as 3D models. Apart from the rendered graphic, the model is contained within the graphical data file. However, there are differences: a 3D model is the mathematical representation of any three-dimensional object. A model is not technically a graphic until it is displayed. A model can be displayed visually as a two-dimensional image through a process called 3D rendering or used in non-graphical computer simulations and calculations. With 3D printing, 3D models are similarly rendered into a 3D physical representation of the model, with limitations to how accurate the rendering can match the virtual model.

CINEMA 4D is a 3D modeling, animation, motion graphic and rendering application developed by MAXON Computer GmbH in Germany. It is capable of procedural and polygonal/subd modeling, animating, lighting, texturing, rendering, and common features found in 3D modeling applications.

COURSE CONTENT

Interface | Production | Visualization | Broadcast | Architectural | Modeling | Texturing
| Lighting | Animation | Rendering | Dynamics | Mograph | Xparticle | Xpresso |
Character Animation | Compositing | Logo Animation | Creating Id for News TV | Creating
Bumper | Program Identity