

MOTION GRAPHICS AND VISUAL EFFECTS

TRAINING OUTLINE



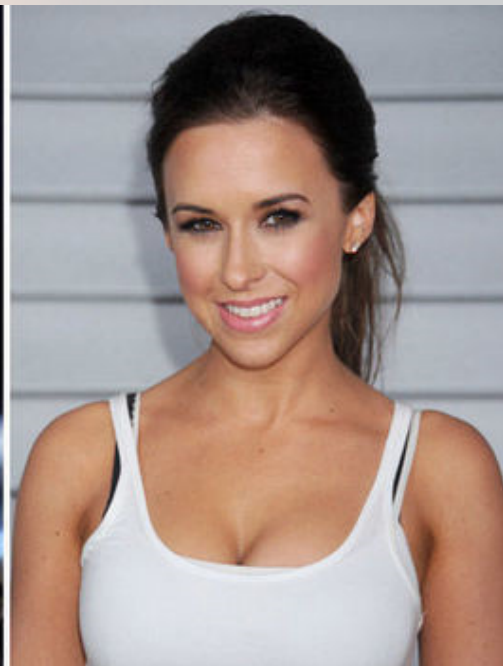


It's more **fun** if you can control things like **lighting** and make **special effects** in the darkroom

LACEY CHABERT

Source:

<https://www.azquotes.com/quotes/topics/visual-effects>



Format: Alternate Sessions
(Sunday - Friday) - 2hrs per session

Teaching Session: 3 days per week

Duration: 3.75 months / 15 weeks

Pre-requisites: Basic understanding of Sketch, Photography, Graphics. Foundation of Principles of Design, Universal principles of Design, Creative thinking, Visual Communication.
OR Print & Design

Note: Your Design Portfolio needs to be approved by the management / faculty for your eligibility for this course.

ABOUT

This course is an introduction to Motion Graphics & VFX, which includes the categories of commercial, broadcast, main title and music video. The course will include lectures, show-cases and demonstrations of the techniques and applications of motion graphics & VFX for various media. Projects will cover motion graphics principles, design and composition, timing and drama, storyboarding and planning, sound and music development and synchronization. Appropriate and current industry standard computer applications will be introduced and applied.

LEVEL 3

M MODULE SNEAKPEAK

001: Video Editing with Adobe Premiere	1 week
002: Motion Graphics & intro to Vfx with After Effects	4 weeks
003: 3d Animation with Cinema 4d	4 weeks
004: Compositing 2D & 3D with Nuke	3 weeks
005: Tracking with Mocha Pro	3 weeks
006: Storytelling and Portfolio	-----



STUDENT LEARNING OUTCOMES



Basic Skills: Acquire and develop a foundation of art knowledge, theories, skills, craftsmanship and technologies, where ideas and concepts are communicated in writing, speaking and art making.

Critical Thinking: Analyze, interpret, & question traditional methodologies & pre-conceived notions of art and art making through the process of generating and solving problems.



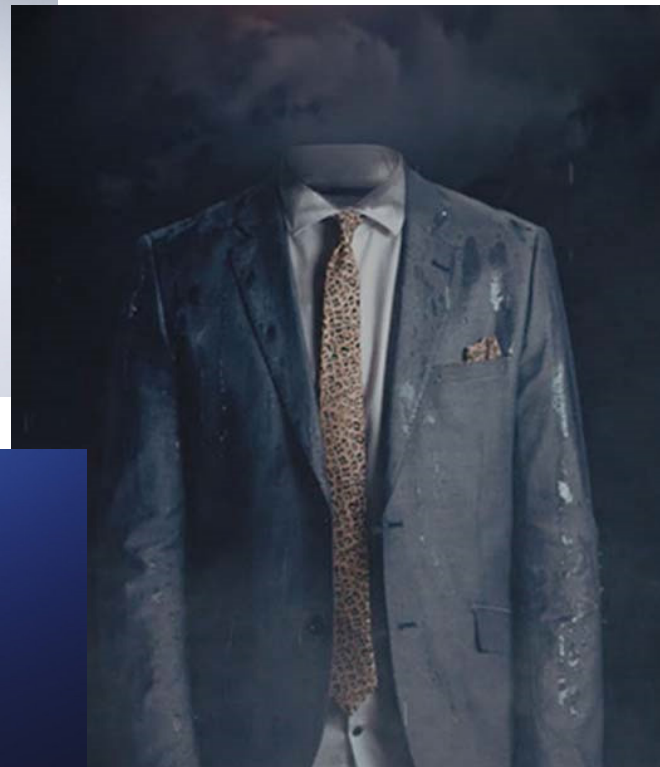
COURSE OBJECTIVES



- > Acquaint with the immediate and powerful impact of motion design & VFX.
- > Reinforce basic to advanced graphic design principles in motion graphics & VFX.
- > Acquaint with industry standard software, hardware and accompanying techniques.
- > Provide current perspectives in the area of motion graphics & VFX.
- > Introduce students to terminology and concepts in motion graphics & VFX.
- > Introduce the categories of commercial, broadcast, main title and music video.



Software: Cinema4d



Software: Mocha



Software: After Effects



INSTRUCTIONAL PROCESS



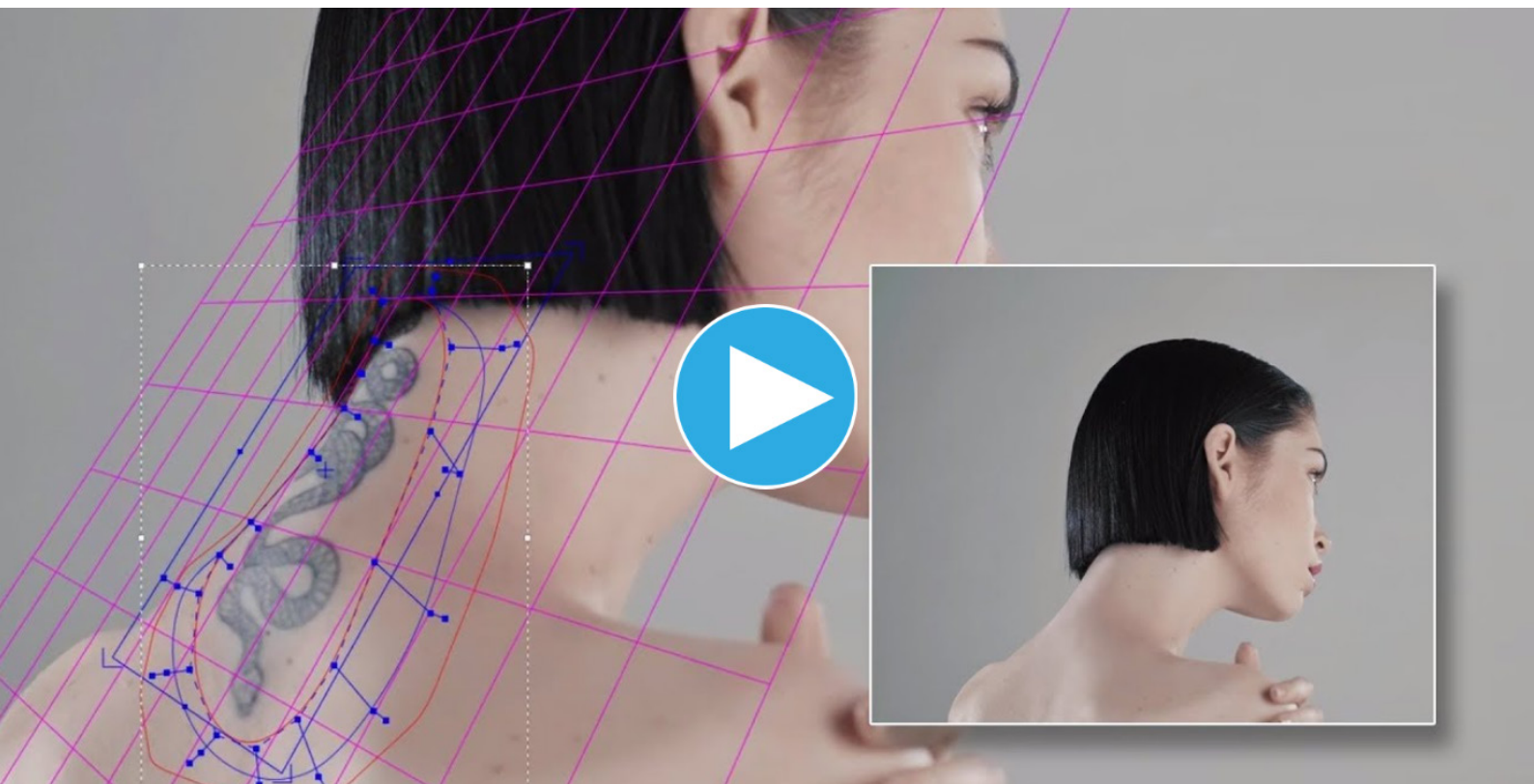
This course will utilize lectures, projects, critiques, classroom demonstrations, handouts, in class exercises and reinforce the subject matter.



GENERAL COURSE GUIDELINES



- > Students are expected to devote at least 2 hours of work / practice, each day outside of their class, to their course work.
- > Students without pre-information / leave application form, are responsible for missed lectures on days of their absence or tardiness.
- > Always talk to the instructor if there are any issues that deal with the projects. The instructor will give you feedback, explanations, suggestions, etc...If you ask.
- > Students are not to use the classroom / computers, or any office materials while another class is in session.
- > Show respect and be helpful to your fellow students. Have your work done and be present when we view the class' work.
- > Plagiarism or cheating in any form will not be tolerated and will result in failing the course and administrative action.



Software: Mocha

MODULE OUTLINE

001: VIDEO EDITING & STORY TELLING

1 week

Learners in this module will learn Premiere Pro, a timeline-based video editing software. They will learn to perform video editing tasks necessary for producing broadcast quality, high-definition video. They will edit various videos, audios and still images to put it all together. Titles will be added to videos, and filters will be applied along with other effects.

- > Starting a Project
- > Organization & Subclipping
- > Timeline & Editing Tools
- > Effects & Transitions
- > Titles, Motion & Exporting
- > Assignments & Portfolio



002: MOTION GRAPHICS & INTRO TO VFX

4 weeks

Adobe After Effects is a digital visual effects, motion graphics, and compositing application. Learners here will learn how to do keying, tracking, compositing, and animation. They will attempt logo animations, character animations and merge audios into their explainer videos to create stunning showreels and effects which are widely used nowadays.

- > Transform & Segue Animations
- > Tracking & Intro to Rotoscopy
- > Typography & Infographics
- > Graph Editor & Effects
- > Color Correction & Compositing
- > Assignments & Portfolio

**BONUS: Shine / Form / Starglow****REDGIANT**

MODULE OUTLINE

003: 3D ANIMATION WITH CINEMA 4D

4 weeks

Here you will learn Cinema 4D, a 3D modeling, animation, motion graphic and rendering application. Learners will be introduced to its procedural and polygonal / subd modeling, animating, lighting, texturing and rendering. C4d is Easy to learn and extremely powerful hence, perfect package for all 3D artists who want to achieve breathtaking results fast and hassle-free.

- > Hard surface Modeling
- > Texturing & Lighting
- > Animation & Timeline
- > Rendering & Vray
- > Mograph & Simulation
- > Assignments & Portfolio

**BONUS: Turbulence FD**

004: COMPOSITING 2D & 3D WITH NUKE

3 weeks

Learners in this module will learn NUKE, a node-based digital compositing application used for television and film post-production.

- > Planar Tracking
- > Rotoscopy
- > Object Removal
- > 3d Camera solve
- > Image stabilization
- > Assignments & Portfolio



MODULE OUTLINE

005: TRACKING WITH MOCHA PRO

3 weeks

Learners in this module will learn Mocha Pro, the Academy Award-winning planar tracking tool for visual effects and post-production. They will learn more about shots and how they can be tracked properly. They will also be introduced to Masking, roto and Object removal Techniques. The most common task they would find it easy to achieve would be Image Stabilization.

- > Planar Tracking
- > Rotoscopy
- > Object Removal
- > 3d Camera solve
- > Image stabilization
- > Assignments & Portfolio



006: STORYTELLING AND PORTFOLIO

At the end of this course, learners are given a 1 month duration to finish their portfolio and submit it.

Then only they will be eligible for the certification process..

Learners portfolio will be utilized by neosphere to promote the learners in the market through various online / offline platforms.

Create

MGV

Motion Graphics & Visual Effects

Enroll Now



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Call: 9801 200 111 / 123 . Email: info@neosphere.com.np

Source: www.behance.net/gallery/38484043/the-WIRES-v2