



Professional Certificate in Motion Graphics

DURATION: 360 Hours

TOTAL CREDITS: 12

COURSE SYLLABUS

Objective

Become an expert in the field of motion graphics by mastering industry-leading software such as Adobe After Effects, Adobe Premiere, DaVinci Resolve, Photoshop, Illustrator, and Blender. This comprehensive training equips you with the skills to create stunning visual effects, seamless video edits, and captivating animations. With hands-on experience and practical projects, you'll develop the expertise needed to excel in the dynamic world of motion graphics and visual storytelling.

Exit Profile

- Photography
- Animation
- Art Director
- Concept Artist
- Composition
- Graphic Design

Career Path

- Animator
- Art Director
- Concept Artist
- Compositor
- Coordinator
- Designer
- Creative Director
- Director

Course Outline

Course Name:	PROFESSIONAL CERTIFICATE IN MOTION GRAPHICS	Duration:	360 H
Module	Topic	Duration	Total Duration
Module-1	Introduction to Motion Graphics	25H	75H
	Introduction to Adobe Photoshop	25H	
	Introduction to Adobe Illustrator	25H	
Module-2	Introduction to Adobe Premiere pro	10H	90H
	Introduction to Adobe After Effects	15H	
	Advanced Techniques in After Effects	25H	
	Introduction to Davinci Resolve	15H	
	Advanced Techniques in Davinci Resolve	25H	
Module-3	Introduction to Blender	30H	60H
	Advanced Techniques in Blender	30H	
Module-4	Portfolio Development	45H	135H
	Final Project and Presentation	90H	

Course In Detail

MODULE 1:

INTRODUCTION TO MOTION GRAPHICS

- Introduction to the course
- History and evolution of motion graphics
- Design Elements
- Design Principles
- Typography
- Color theory
- Color Psychology

INTRODUCTION TO ADOBE PHOTOSHOP

- Introduction to Photoshop
- Understanding Workspace
- Creating a New Image
- Understanding Resolution and Pixels
- Understanding Color Modes
- Importance of CMYK in Printing
- Viewing of Image
- Zooming and Scrolling Images
- Print Size and Actual Pixels
- Different types of Screen Modes
- Working with Rulers and Guides
- Opening Images
- Working with Adobe Bridge
- Compositing Images
- Working with Selections
- Tools
- Color Range
- Adding Subtracting, Intersecting Selections
- Modifying Selections
- Transforming Selections
- Moving Selected Pixels using Move tool
- Concept of Layers

- Transforming Layers
- Arranging Layers
- Setting Transparency of Layers
- Selecting Multiple Layers
- Locking and Hiding Layers
- Creating a Blank Layer
- Deleting Layers
- Saving Images
- Different Types of File Format – PSD, JPEG, PNG, TIFF, GIF
- Cropping an Image
- Painting in Photoshop
- Using Color/Swatch Palettes, Color Picker and Eyedropper
- Brush, Pencil, Erasers, Pattern Stamp
- Setting Transparency for Painting Tools
- Creating Brushes and Patterns (By Defining Pattern and by Pattern Maker)
- Working with Libraries
- Adjusting brush's properties with Brush Palette
- Changing the color images by using Color Replacing Tool
- Filling Color
- Solid Color
- Working with Gradient
- Gradient Library
- Creating and Editing Gradient
- Transparency
- Retouching in Photoshop
- Working with Clone Stamp, Healing Brush, Spot Healing Brush, Patch Tool
- Removing Red Eye from an Image
- Color Correcting tools
- Blurring, Sharpening and Smudging an Image
- Using Smudge tool as a Painting tool
- Working with History Brush and History Palette
- History Brush and Art History
- Setting Source for History Brush
- Creating new Snapshots
- Adding Text
- Differences between Type Tools and Type Mask Tools
- About Point Text and Paragraph Text
- Formatting Text and Paragraph
- Creating Warped Text
- Working with Vector Shapes
- Differentiating Vector and Raster Objects

- Using Shape Tools
- Creating User Defined Vector Objects Using Pen Tool
- Parts of a Vector Object
- Anchor Point
- Path
- Bezier Curve
- Working with Path Palette
- Converting and Text into Path
- Applying Styles to Layers
- Using Style Presets
- Creating and Saving New Styles
- Creating Layer Groups
- Applying Effects to Images
- Blurring, Sharpening Images
- Reducing Noise
- Distorting Images
- Artistic and Painting Effects
- Understanding Other Filters
- Working with additional Plug-ins
- Adjusting the Color Tone of the Image
- Changing the Mode of Image
- Understanding the terms Shadows, Highlight, Midtones, Hue, Saturation, Exposure,
- Histograms
- Working with Adjustment Layers
- Working with Masking
- Editing in Quick Mask Mode
- Understanding Layer Mask and Vector Mask
- Understanding Clipping Mask and Clipping Path
- Working with Channels
- Resizing and Rotating Images
- Changing Images Size, Canvas Size
- Understanding Re sampling
- Automating Tasks with Actions and Batch
- Other Automation Tasks
- Creating Contact Sheet
- Creating Panorama with Photo merge
- Creating a Web Photo Gallery
- Scanning Images
- Creating Registration Marks and Crop Marks
- Fine Tuning Photoshop Using Preferences
- Understanding Scratch Disk

ASSIGNMENTS FOR PHOTOSHOP

- Restoring Images
- Visiting Card
- ID Cards
- Brochures
- Ads / Flyers
- Magazine Covers
- Certificates
- Hoardings
- Setting double side / Folding Works

INTRODUCTION TO ADOBE ILLUSTRATOR

- Introduction to Illustrator
- Importance of Vector Arts in Digital Imaging
- Understanding Workspace
- Creating New Artworks
- Viewing the Art Board
- Zooming and Panning
- Working with Navigator
- Screen Modes
- Working with Rulers and Guides
- Creating Objects
- By Dragging and By Numeric Entry
- Applying Color
- Fill and Stroke
- Color & Swatches Palettes
- Filling Color with Live Paint
- Selecting & Transforming Objects
- Saving and Loading Selections
- Locking and Hiding Objects
- Grouping Objects
- Drawing with Brush & Pencil Tool
- Changing Brush Style
- Creating New Brushes
- Changing objects shape using Brush & Pencil Tool
- Viewing Artwork in Preview Mode and Outline Mode
- Understanding Tools for Transformation
- Working with Transparency
- Blending Mode and Opacity
- Opacity Mask
- Working with Text
- Adding text

- Normally
- Inside an Object
- Over a Path
- Formatting Character and Paragraph
- Tab setting
- Text Wrapping
- Working with Glyphs
- Threading Text
- Converting Text to Paths
- Working with Images
- Placing
- Tracing
- Masking
- Working with Links Palette
- Working with Symbols
- Tools for Adjusting Symbol's Properties
- Creating New Symbols
- Working with Gradient
- Applying
- Modifying and Creating
- Working with Mesh
- Blending Objects
- Blend Tool
- Specifying Options
- Releasing
- Cutting Vector Objects
- Tools for Cutting
- Eraser
- Knife
- Scissor
- Pathfinder Palette
- Applying Illustrator Effects
- Using Graphic Style Library
- Defining new Style
- Working with Appearance Palette
- Understanding Difference between Effects and Filters
- Analyzing Templates
- Preparing Files for Printing
- Creating Registration Marks
- Creating Crop Marks
- Saving as PDF

- Exporting Illustrator files to other file formats

ASSIGNMENTS FOR ILLUSTRATOR

- Creating Vector Drawings
- Visiting Card
- ID Cards
- Brochures
- Ads / Flyers
- Magazine Covers
- Certificates
- Hoardings
- CD / DVD Labels
- Setting double side / Folding Works
- Creating Realistic Objects with Mesh

MODULE-2

INTRODUCTION TO ADOBE PREMIERE PRO

- Introduction to post production
- Concepts of editing & Compositing
- Linear & Linear editing
- Editing tools & software
- Editing software
- Rough cutting
- Rhythmic editing
- Speed, duration & Timing
- File formats
- Tools & Menu
- Crop, Slide, Roll
- Creation of multicam
- Video effects
- Video transitions
- Working with audio
- Exporting the video
- Concepts of effects
- Plug-ins
- Working with images
- Titles
- Scroll & Crawl
- Working with animations
- Keying & other compositing methods

- How to work in film industry
- Difference between old and new movies
- Techniques used in old & new movies

ASSIGNMENTS FOR PREMEIERE PRO

- Video editing & Rendering
- Audio synchronization
- Adding video effects & filters
- Editing A movie trailer
- Title work

INTRODUCTION TO ADOBE AFTER EFFECTS

- Introduction to After Effects
- What is After Effects?
- Who uses After Effects?
- Getting started with After Effects
- Interface overview
- Importing Assets into After Effects
- Supported file formats
- Importing images and video
- Importing audio
- Organizing assets in the Project panel
- Creating Compositions
- What is a composition?
- Creating a new composition
- Composition settings
- Working with multiple compositions
- Basic Animation Techniques
- Keyframes
- Animating properties
- Animation presets
- Easing and interpolation
- Effects and Presets
- Applying effects to layers
- Using presets
- Customizing effects
- Working with adjustment layers
- Working with Text
- Creating text layers
- Text formatting
- Animating text

- Text presets
- Basic Masking Techniques
- Creating masks
- Editing masks
- Masking effects
- Rendering and Exporting
- Previewing your work
- Rendering options
- Exporting for various formats
- Output modules
- Tips and Tricks
- Keyboard shortcuts
- Workflow best practices
- Troubleshooting common issues
- Useful resources

ADVANCED TECHNIQUES IN AFTER EFFECTS

- Review of After Effects Basics
- Recap of the interface and basic animation techniques
- Best practices for organizing projects and compositions
- Advanced Animation Techniques
- Expressions
- Motion graphics principles
- Advanced keyframing techniques
- Character animation
- 3D Compositing
- 3D space and cameras
- Working with lights
- Creating 3D objects
- 3D text and extrusion
- Visual Effects
- Green screen and compositing
- Particle systems
- Advanced masking and rotoscoping
- Motion tracking
- Advanced Motion Graphics
- Shape layers and vector graphics
- Kinetic typography
- Infographics and data visualization
- Explainer videos
- Color Correction and Grading

- Color theory and terminology
- Color correction techniques
- Advanced color grading
- Using LUTs and color presets

INTRODUCTION TO DAVINCI RESOLVE

- Introduction to DaVinci Resolve
- What is DaVinci Resolve?
- Who uses DaVinci Resolve?
- Getting started with DaVinci Resolve
- Interface overview
- Importing and Organizing Media
- Supported file formats
- Importing media
- Organizing media in the Media Pool
- Creating Smart Bins
- Editing Techniques
- Creating a new project
- Basic editing tools and functions
- Timeline tools and functions
- Working with multiple timelines
- Color Correction and Grading
- Color theory and terminology
- Color wheels and curves
- Primary and secondary corrections
- Using LUTs and color presets
- Audio Editing and Mixing
- Editing audio in DaVinci Resolve
- Mixing audio with keyframes
- Using audio effects and EQ
- Synchronizing audio and video
- Text and Graphics
- Adding titles and lower thirds
- Creating text animation
- Working with Fusion titles
- Creating and importing graphics
- Effects and Transitions
- Applying effects to clips and tracks
- Using transitions
- Creating and modifying effects
- Working with OpenFX plugins

- Exporting and Delivering Projects
- Previewing your work
- Rendering options
- Exporting for various formats
- Output settings and presets
- Tips and Tricks
- Keyboard shortcuts
- Workflow best practices
- Troubleshooting common issues
- Useful resources

ADVANCED TECHNIQUES IN DAVINCI RESOLVE

- Review of DaVinci Resolve Basics
- Recap of the interface and basic editing, color correction, and audio techniques
- Best practices for organizing projects and media
- Advanced Editing Techniques
- Multicam editing
- Editing with proxies
- Advanced timeline management
- Editing workflows for different genres (e.g. narrative, documentary, music video)
- Advanced Color Correction and Grading
- Using the Color Match tool
- Advanced secondary corrections
- Color grading for different genres (e.g. drama, comedy, horror)
- Working with HDR and wide color gamut footage
- Fusion and Visual Effects
- Using the Fusion page for advanced compositing and motion graphics
- Creating 2D and 3D animations
- Creating visual effects using node-based compositing
- Keying and green screen techniques
- Audio Post-Production
- Working with Fairlight audio
- Advanced audio mixing techniques
- Surround sound and immersive audio
- Using audio restoration tools

MODULE-3

INTRODUCTION TO BLENDER

- What is Blender?
- Who uses Blender?
- Getting started with Blender
- Interface overview
- 3D Modeling
- Basic modeling tools and functions
- Using modifiers
- Creating and working with meshes
- Modeling workflows for different genres (e.g. character, environment, product design)
- Materials and Textures
- Understanding materials and textures
- Applying textures to objects
- Creating materials using the node editor
- Working with image textures and procedural textures
- Lighting and Rendering
- Understanding lighting in 3D
- Creating and modifying lights
- Setting up a camera and rendering images
- Rendering workflows for different genres (e.g. still images, animations, visual effects)

ADVANCED TECHNIQUES IN BLENDER

- Advanced 3D modeling, animation, and compositing techniques using Blender
- Creating visual effects and motion graphics using Blender and After Effects
- Animation
- Basic animation tools and functions
- Keyframe animation techniques
- Using the graph editor
- Working with armatures and rigging
- Physics and Simulations
- Using physics simulations (e.g. cloth, fluid, particles)
- Understanding physics properties and settings
- Creating simulations for different genres (e.g. visual effects, product design, architecture)
- Compositing and Post-Production
- Using the compositor

- Compositing techniques for color correction and grading
- Adding visual effects and graphics
- Working with the video sequence editor
- Tips and Tricks
- Keyboard shortcuts
- Workflow best practices
- Troubleshooting common issues
- Useful resources

MODULE-4

PORTFOLIO DEVELOPMENT

- Creating a motion graphics portfolio
- Reviewing and refining projects from the course

FINAL PROJECT AND PRESENTATION

- Completing a final motion graphics project
- Presenting and reviewing final projects with the class