

Course : Motion Design, creating animations with Adobe® After Effects

Practical course - 3d - 21h00 - Ref. MDF

Price : 1630 CHF E.T.

★★★★☆ 4,4 / 5

Motion design is a visual art form involving the creation of animated works. You'll learn how to develop visual identities. You'll learn how to manage shape layers, spatial and temporal interpolation, animations in 3D space, and how to put them into production.

Teaching objectives

At the end of the training, the participant will be able to:

- ✓ Mastering shape layers and masks
- ✓ Know how to animate in 3D space, position camera and light
- ✓ Control time management and spatial interpolation
- ✓ Create, finalize and produce animations according to video constraints with Adobe® After Effects

Intended audience

Graphic designers, motion designers, rigging artists, video professionals or communications managers.

Prerequisites

Basic knowledge of Adobe® After Effects.

Practical details

Hands-on work

Varied productions throughout the course.

Course schedule

1 A reminder of the basics

- Preferences, project and composition settings.
- Master key-frame animation.
- Approach caches.
- Parenting.

PARTICIPANTS

Graphic designers, motion designers, rigging artists, video professionals or communications managers.

PREREQUISITES

Basic knowledge of Adobe® After Effects.

TRAINER QUALIFICATIONS

The experts leading the training are specialists in the covered subjects. They have been approved by our instructional teams for both their professional knowledge and their teaching ability, for each course they teach. They have at least five to ten years of experience in their field and hold (or have held) decision-making positions in companies.

ASSESSMENT TERMS

The trainer evaluates each participant's academic progress throughout the training using multiple choice, scenarios, hands-on work and more. Participants also complete a placement test before and after the course to measure the skills they've developed.

2 Advanced animations

- Create a trajectory with Bézier curves.
- Use the graphics editor.
- Create typical animations: swing and bounce.
- Use property links.
- Essential properties (animate through compositions).
- Automatic animation by Expression.
- Using the DUIK script.

Hands-on work

Animation of a robotic arm.

3 Shape layers

- Shape layer management.
- Creation with tools or step-by-step.
- Drawing operations (shape modifiers).
- Conversion from Illustrator or a text layer.

Hands-on work

Creation of animated shapes: looping animated loading symbol.

4 Creating text animations

- Text formatting.
- Selector animation system.
- Activate random order.
- Using tremor selectors.
- Use of essential graphic objects.

Hands-on work

Creation of a Lower Thirds.

5 Using 3D space

- Configure the interface.
- Handling 3D Gizmos.
- Depth of field and focus.

Hands-on work

Crop layers in 3D space.

6 Finalizing projects

- Project optimization and archiving.
- Media Encoder and After Effects rendering.

Hands-on work

Project organization. Finalizing and rendering animations.

TEACHING AIDS AND TECHNICAL RESOURCES

- The main teaching aids and instructional methods used in the training are audiovisual aids, documentation and course material, hands-on application exercises and corrected exercises for practical training courses, case studies and coverage of real cases for training seminars.
- At the end of each course or seminar, ORSYS provides participants with a course evaluation questionnaire that is analysed by our instructional teams.
- A check-in sheet for each half-day of attendance is provided at the end of the training, along with a course completion certificate if the trainee attended the entire session.

TERMS AND DEADLINES

Registration must be completed 24 hours before the start of the training.

ACCESSIBILITY FOR PEOPLE WITH DISABILITIES

Do you need special accessibility accommodations? Contact Mrs. Fosse, Disability Manager, at psh-accueil@orsys.fr to review your request and its feasibility.