



# MPMG: Motion Graphics

**880 Hours (Training + Practical), 24 Months**

This course is designed to equip students with the skills and knowledge to create compelling, visually engaging motion graphics that communicate a message effectively.

This program is designed to produce outstanding motion graphics for a range of media, including movies, web series, TV shows, commercials, social media, broadcasting, and more. These videos are crucial for enhancing brand recognition, creating awareness, and generating revenue.

With motion graphics, you can convey a compelling narrative through visual means. Depending on the project and genre, we tailor the animation style to suit your specific needs. Our process typically begins with storyboarding and progresses to using a variety of 2D and 3D software to create stunning motion graphics.

## **What will you learn in this Program?**

- Complete production pipeline of Motion Graphics.
- Pipeline of multiple 2D and 3D softwares to create desired output.
- Understanding of Design principles and marketing psychology.
- Creating videos for various mediums including feature film, OTT, TVC, web, broadcast media, games, social media and many others.
- File formats and technical parameters of broadcasting system (editing, sizing, coloring and more).
- Infographics, Typography, Title design, and many other styles of text animation.
- Use of leading industry standard plugins for faster production pipeline.
- Learn how to use industry-standard software tools such as Adobe After Effects, Cinema 4D, Maya, Houdini & more.
- Developing a portfolio of work to showcase skills and creativity to potential clients or employers.

## **Applicable jobs after successful completion of this program:**

- Motion Graphics Artist
- Broadcast Design Artist









This program is aligned with MESQ QPNOS: MES/Q0701, Q0704, Q1401, Q2501, Q3501, Q3505.

**Fees: Rs. 3,75,000**









## Module 1 : Foundation (8 Months)








\*Few topics will be covered online

Sr. No.	Softwares	Hours
1	 <b>Pre-production</b>	40
2	 <b>Photoshop</b> (Image editing software)	40
3	 <b>Illustrator</b> (Vector graphics software)	40
4	 <b>Premiere Pro</b> (Video editing software)	30
5	 <b>Audition</b> (Sound editing and effects)	10
6	 <b>After Effects</b> (Layer based animation and compositing)	40
7	 <b>3ds Max - Fundamental</b> (Introduction to 3D)	40
8	 <b>Maya - Foundation</b> (3D asset and animation foundation)	80
		<b>320</b>

## Module 2 : Intermediate (2D Motion Graphics) (5 Months)

Sr. No.	Softwares	Hours
1	 <b>Animate CC - Fundamental</b> (2D traditional animation)	20
2	 <b>After Effects</b> (Advanced infographics & broadcast design)	80
3	 <b>After Effects</b> (Typography & title animation)	20
4	 <b>After Effects Plugin</b> (Duik bassel for character animation)	40
5	 <b>Mocha - Fundamental</b> (Tracking & Rotoscopy)	20
6	 <b>Photoshop</b> (Paint & wire removal)	20
		<b>200</b>

## Module 3 : Master (3D Motion graphics) (9 Months)

Sr. No.	Softwares	Hours
1	 <b>Cinema 4D</b> (Advanced 3D motion graphics)	150
2	 <b>Houdini</b> (Node based advance 3D motion graphics)	50
3	 <b>Maya</b> (Mash - motion graphics features)	50
4	 <b>3ds Max</b> (Node based thinking particles)	40
5	 <b>Nuke</b> (Advanced node based compositing)	30
6	 <b>After Effects</b> (Element 3D)	20
7	 <b>Trapecode</b> (After effects particles system)	20
		<b>360</b>

## Module 4 : Portfolio Development: 2 Months