MPAVG: Motion Graphics

756 Hours, 24 Months

This program focuses on creating awesome Motion Graphics for Movies, Web series, TV serials, Commercials, Social Media, Broadcasting and many more. These videos are vital for brand promotion, awareness and revenue generation.

Motion Graphics makes you able to tell a story through a visual medium. As per the project and genre, appropriate animation style is worked upon. It starts with storyboard and progresses ahead with various 2D and 3D softwares.

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 marketing psychology
- Creating videos for various mediums including feature film, OTT, web, games, social media and many others
- File formats and technical parameters of broadcasting system (editing, sizing, coloring and more)
- Typography and many other styles of text animation
- Use of leading industry standard plugins for faster production pipeline

Applicable jobs after successful completion of the MPAVG Motion Graphics Program:

- Motion Graphics Artist
- Broadcast Designer Artist

This program is aligned with MESC QPNOS: MES/Q0401, Q0504, Q0506, Q0507, Q0701, Q1401, Q2502, Q2503, Q3503, Q3504, Q3505.

Fees: Rs. 3,00,000

Module 1 : Foundation (6 Months)

Sr. No.	Softwares	Hours
1	✏️ Pre-Production (Story development and execution)	60
2	📷 Photography (Capturing the moments)	5
3	Ps Photoshop (Photo editing and compositing)	20
4	3ds Max (Powerful 3D software for gaming, architecture and assets)	125
5	Pr Premiere Pro (Video editing and effects)	10
6	Ae After Effects (Visual effects, motion graphics and compositing)	20
		240

Module 2 : Specialization in VFX (7 Months)

Sr. No.	Softwares	Hours
1	Ae Advanced After Effects (Visual effects, motion graphics and compositing)	30
2	Foundation in Maya (Powerful 3D software for movies, series and visual effects)	80
3	Foundation in Nuke (Powerful node base compositing software for movies and series)	60
4	PF Track (Node base 3D camera tracking software)	20
5	Foundation in Houdini (Dynamic simulation tools to create visual effects)	70
6	3DE 3DEqualizer (Powerful matchmoving software)	20
7	Katana (Powerful tool for look development and lighting)	20
		300

Module 3 : Motion Graphics (9 Months)

Sr. No.	Softwares	Hours
1	Maya MASH (Procedural technique to create visual effects)	40
2	Ai Illustrator (Vector graphics and designing)	16
3	Ae Element 3D (Advanced real-time render engine to make 3D objects)	20
4	Ae Trapcode Suite (Particle tool to create visual effects used for After Effects)	15
5	Ae Look Developmentt Plugins (Magic Bullets) (Final color and effects enhancement)	15
6	Cinema 4D (Powerful 3D motion graphics software)	110
		216

Module 4

Portfolio Development: 2 Months