

Module Synopsis

Specialist Diploma in Motion Graphics Design

PDC 1: Post-diploma Certificate in Software Skills in Motion Graphics Design (132 hours)

MD9164: Adobe Photoshop Fundamentals (16 hours)

Adobe Photoshop fundamentals will cover digital image editing using Adobe Photoshop. The module orientates the student to the workspace and common tools. It focuses on the layering system and non-destructive using adjustment layers. It also touches on different compositing and layout techniques and finally optimising image resolutions and export formats for different usages and purposes.

MD9165: Adobe Illustrator Fundamentals (16 hours)

Illustrator Fundamentals is a module for vector drawing using Adobe Illustrator. The module orientates the student to the workspace and common tools. It focuses on Illustrator's unique layering system, the different ways of creating and editing unique shapes. It touches on colour management and the difference between preparing images for print and screen and finally export formats for different usages and purposes.

MD9166: Adobe Premiere Pro Fundamentals (24 hours)

Premiere Pro fundamentals is a short module to non-linear video editing using Adobe Premiere Pro. The module orientates the student to the workspace and ingestion process. It introduces the user to the timeline and the different ways of inserting visuals and audio into a project. It touches on different cutting techniques and audio mixing. Integration with Photoshop and Illustrator and finally the export process for different scenarios.

MD9167: Adobe After Effects Fundamentals (16 hours)

Adobe After Effects fundamentals is a short module to creating motion graphics using Adobe After Effects. The module orientates the student to the workspace and importation process of different types of graphics including integration with Adobe Illustrator and Adobe Photoshop. It touches on basic and advanced keyframe animation, layer blend modes and creating basic animated graphics for video with integration with Adobe Premiere Pro.

MD9168: Motion Design Fundamentals (30 hours)

The module focuses on fundamental theories such as differential dynamics, looping motions and the 12 principles of animation. Students will learn practical skills necessary to see through to fruition original, technically competent, and aesthetically challenging pieces of work. They will develop the ability to generate meaning through minimalism and abstraction.

MD9169: Infographics (30 hours)

Infographics is a module that focuses on leveraging information design to convey messages quickly and effectively. Learners are expected to craft their message and translate them into visual form. They will turn their designs into a moving form by applying motion design fundamentals.

PDC 2: Post-diploma Certificate in Advanced Motion Design Applications (146 hours)

MD9170: Type Animation in After Effects (16 hours)

Type Animation in After Effects is an intermediate short module in Adobe After Effects. It requires attendees to have taken the After Effects Fundamentals short module. It focuses on type creation and After Effects unique type animator. It introduces type presets in After Effects, customising and saving a personalised type animation and automated and randomized animations. It also moves on to more advanced type animation such as using the range selector and offsetting type animation.

MD9137: Application of Type Animation (45 hours)

Application of Type Animation introduces type integration into motion design. It focuses on creating meaning through typography and explores the difference between listening and reading in moving images. It also introduces intonation to motion design. Learners are expected to create the motion design to an existing piece of audio.

MD9171: Camera and Lighting in After Effects (16 hours)

Camera and Lighting in After Effects aims to introduce 3D in Adobe After Effects. It familiarises the students with navigating using 3D viewports, constructing objects in a 3D space, the camera and lights. It focuses on the behaviour of objects in a 3D environment and the different animation possibilities in this new environment.

MD9139: 3D for Motion Graphics (24 hours)

3D for Motion Graphics introduces the student to 3D modelling, texturing, lighting and animation using Cinema 4D. The lessons focuses on creating 3D assets and environments as standalone animations or compositing them with 2D designs and videos. Fundamental colour grading and rigging for animation is also included.

MD9140: Multi-platform Branding (45 hours)

Multi-platform Branding is an advanced and final module that requires the attendee to have fundamental knowledge of typography, design and animation. It requires the use of that knowledge to be applied a

cross-platform environment considering design and animation for mobile, web, apps and traditional media such as television and print. It focuses on testing design across these platforms and packaging designs for export.