Video Editing & Motion Graphics Course Outline

Adobe Premiere Pro

Module 1: Introduction to Video Editing

Basics of video editing terminology

- Project setup and workspace customization
- Importing media files and organizing assets
- Timeline basics and navigation
- Editing techniques: cutting, trimming, and splicing
- Transitions and effects for visual storytelling
- Audio editing and mixing basics
- Color correction and grading
- Exporting finished videos for different platforms

Module 2: Advanced Editing Techniques

Multi-cam editing and syncing footage

- Working with green screens and chroma keying
- Slow motion and time-lapse effects
- Audio manipulation and sound design
- Titling and text animation
- Advanced color correction tools
- Multi-track editing and compositing
- Working with proxies for smoother editing
- Using keyboard shortcuts for efficiency

Module 3: Storytelling and Visual Effects

- Crafting a compelling narrative
- Interview editing and B-roll integration
- Storyboarding and shot composition
- Creating dynamic intros and outros
- Cinematic visual effects and transitions
- Working with masks and shapes
- Layer blending and compositing techniques
- Motion graphics basics for video editing
- Using keyframes for animation

Module 4: Optimization and Delivery

- Encoding and exporting for different platforms
- Optimizing video for online platforms like YouTube
- Social media video formats and specifications
- Adding captions and subtitles
- Working with copyright and fair use
- Collaboration and project management
- Building a professional portfolio
- Troubleshooting common editing issues

Module 5: Advanced Projects and Techniques

- This module would involve practical projects and workshops covering various advanced editing techniques, specific genres like music videos or documentaries, and integration with After Effects for deeper motion graphics.

Adobe After Effects

Module 1: Introduction to Motion Graphics (10 Topics)

- Basics of motion graphics terminology

- Project setup and workspace customization
- Working with layers and compositions
- Keyframe animation principles
- Timing and easing for smooth animation
- Shape animation and path creation
- Text animation and effects
- Basic expressions and scripting
- Importing and using pre-made assets

Module 2: Advanced Animation Techniques (20 Topics)

- Character animation and rigging
- Particle systems and simulations
- 3D animation basics with Cineware
- Camera animation and effects
- Advanced expressions and scripting
- Audio-reactive animation
- Motion graphics typography
- Dynamic infographics and data visualization
- Color correction and grading in After Effects

Module 3: Visual Effects and Compositing (25 Topics)

- Motion tracking and object removal
- Rotoscoping and masking
- Green screen compositing and keying
- Chroma keying techniques and adjustments
- Particles and simulations for visual effects
- Text animation and replacement in videos
- Creating realistic environments and backgrounds
- Integrating 3D elements with live footage
- Advanced compositing techniques

Module 4: Design and Workflow Optimization

Creating and using animation presets

- Scripting for automation and efficiency
- Working with libraries and templates
- Project organization and asset management
- Collaborating with other software (Premiere Pro)
- Exporting and rendering for different formats
- Delivering motion graphics assets for video use
- Troubleshooting common animation issues

Module 5: Advanced Projects and Techniques

This module would involve practical projects and workshops covering various advanced animation styles, integration with live-action footage, and working on specific projects like explainer videos or short animated films.

Note: This is a suggested outline and the specific topics covered can be adjusted to fit the needs and interests of students. The focus should be on providing a comprehensive foundation in both video editing and motion graphics, with opportunities for practical application and creative exploration.

Cinema 4D

Module 1 : User interface and workspace overview

- Basic navigation and object manipulation
- Scene hierarchy and object management
- Primitive shapes and parametric modeling
- Material creation and application
- Lighting setup and shadows
- Rendering basics and output options
- Project organization and collaboration tools
- Introduction to animation principles

Module 2: Modeling Techniques

Polygonal modeling: points, edges, polygons

- Subdivision surfaces and smooth modifiers
- Procedural modeling with generators and deformers
- NURBS modeling for smooth curves and surfaces
- Boolean operations for combining and subtracting shapes
- Text creation and manipulation
- Advanced modeling techniques: retopology, UV mapping
- Modeling for specific environments and objects
- Import/export of 3D assets from other software

Module 3: Animation and Rigging (25 Topics)

- Keyframe animation basics: position, rotation, scale
- Graph editor and advanced keyframe control
- Non-linear animation: splines, dynamics, constraints
- Character animation fundamentals: rigging and IK systems
- Procedural animation with effectors and mograph
- Lip-syncing and dialogue animation
- Camera animation and path creation
- Animation for specific genres and projects
- Animation principles and storytelling techniques

Module 4: Materials and Textures (20 Topics)

- Material shaders and properties
- Texturing with images, procedural textures, and generators
- Bump maps and normal maps for surface detail
- Specular maps and reflections
- Transparency and refraction
- Advanced material shaders and lighting effects

- Material design for specific objects and environments
- Physically based rendering (PBR) principles
- Texture baking and optimization

Module 5: Rendering and Post-Production

Render engine options and settings

- Scene optimization for efficient rendering
- Camera and environment settings for realism
- Lighting techniques for different moods and effects
- Render passes and compositing in After Effects
- Color correction and grading
- Particle systems and simulations
- Post-production techniques for enhancing renders
- Output formats and video editing integration

Module 6: Advanced Projects and Techniques

This module would involve practical projects and workshops covering advanced topics like character creation, character animation, visual effects, simulations, motion graphics integration, and specific industry applications like architectural visualization or 3D product design.