

MOTION DESIGN

WEEKS →	01	02	03	04	05	06	07
	Introductions Class Overview	Prompt #1 Video Equipment Intro & Technique Workshop	Prompt #2 Typographic Visualization	Prompt #3 Sound Generation	Project 1 Planning & Assembly	Project 1 Digital Production	Project 1 Refinement & Final Presentation
GOALS →	Review and understand the goals and objectives of the class.	Understand various hardware systems and shooting techniques.	Learn to create in-camera typography.	Learn how to build, record and manipulate sound.	Introduce storyboarding project planning and execution.	Learn to organize, edit and sequence footage.	Learn to produce and render motion assets.
CLASS →	1A Intros Syllabi Review Motion Lecture Team assignments <u>Random Word Choice</u>	2A <u>MLK - No Class</u>	3A <u>Play Session #1</u> Projection, Time lapse Time reverse, Dark vs Light, Reflection, Distortion, etc.	4A <u>Equipment Review</u> Lava microphone Field recorders Rhode, Yeti, Boom <u>Techniques</u> Voice over Environmental Rhetoric Soundtrack	5A <u>Storyboarding + Organization</u> 6-9 motion poems 5-10 seconds each	6A <u>Critique & Work Session</u>	7A <u>Output & Presentation</u>
CLASS →	1B <u>Motion Lecture</u> Discuss Title Sequences Generation discussion Bring/checkout cameras	2B <u>Equipment Intro</u> Slider/tripod/mics Lighting/gymbal/skate/ table <u>Technique Workshop</u> Pan/tilt/focus/zoom dolly/tracking/perspec- tive/full/medium/tight	3B <u>Play Session #2</u> Projection, time lapse time reverse, dark vs light, reflection, distortion, etc.	4B <u>Discussion - Filtering</u> Work session	5B <u>Critique & Work Session</u>	6B <u>Critique & Work Session</u>	7B <u>Final Presentations</u> Transition to Project 2 →
DEMOS →	Navigation, menus, keyframe		Importing, keyframes, editing and sequencing	Rendering, graph editor, animation tools, color correction	Distortion, pitch, speed- sequencing, composition, editing and exporting	Production techniques and rendering	

PROJECT 1 // POETRY IN MOTION