

3D Motion Graphic Diploma

Why 3D Motion Graphic Certifications ?

Take graphic design to the next level using motion. Learn how to use visual effects, animation, and cinematic techniques to bring designs to life. Discover how to develop innovative ideas for moving content and make products engaging and exciting as a motion graphics artist.

Training Solutions:

✓ Offline Classroom Instructor-Led Training in our labs or onsite Locations.

✓ Virtual Instructor-Led Training Via Virtual Video Conferencing Tools.

Why Learners Prefer CLS as their Training Services provider ?

■ Premium Training Services Accredited from Global Technology Vendors.

■ Best Rated Experts & Certified Trainers in Egypt.

■ Official Training Hours, Practice Labs, Hands-on Learning.

■ CLS Training Classrooms are designed with High Edge PCs and Training Facilities.

■ Return on Training Investment is Guaranteed to boost performance.



• Overview:

This course will get you comfortable with the basics of modeling, lighting, animation, and many other important topics for 3D Motion Design. Master basic 3D principles and lay the foundation for more advanced subjects in the future.

• Training:

- Cinema 4D is a professional 3D modeling, animation, simulation and rendering software solution.
- Its fast, powerful, flexible and stable toolset make 3D workflows more accessible and efficient for design, motion graphics, VFX, AR/MR/VR, game development and all types of visualization professionals. Cinema 4D produces stunning results, whether working on your own or in a team.
- Cinema 4D is widely recognized as one of the easiest and most accessible 3D packages to learn and use.
- Learn Cinema 4D, from the ground up.

• MAXON CINEMA 4D course Outline:

- Overview of Cinema 4D
- Understanding Cinema 4D Interface
- WORKING WITH 3D SPACE
- MODELING
- LIGHTS & CAMERAS
- MATERIALS AND TEXTURING
- KEYFRAMES AND ANIMATION
- Dynamic's System
- MOGRAPH
- RENDERING

Adobe After Effects course Outline :

- Dynamic's System
- Introduction to real world physics
- Applying dynamics and Collider Tags
- Working with Physical properties
- Using Rigid Body and Soft Body Tags
- Working with Cloth Tags
- Controlling dynamics system settings
- MOGRAPH
- Introduction to MoGraph
- Modelling with Mograph
- Mograph object types
- Creating and Using Mograph Effectors
- Using Effector Falloff
- Animating with Mograph
- RENDERING

• Audience Profile :

Who should enroll

- Whoever wants to be a 3D Designer

Prerequisites:

- You do not need to have any prior experience with 3D software before taking this course.
- We recommend that you have some basic knowledge of design and animation before taking this course.
- It is also recommended that you have a foundational knowledge of After Effects to complete some of the later lessons, and understand some of topics discussed in this course.
- Taking After Effects Kickstart is recommended if you do not have After Effects experience.