

## WELCOME TO SAI'S CLASS

- 01 Introducing the Class: Sending Messages
- 02 Meet Sai: Motion Graphics Designer
- 03 Preparations Before Class

## 01. THE BASICS OF AFTER EFFECTS

- 01 Exploring the AfterEffects Interface
- 02 Organizing the Shape Layer and Other Layers
- 03 The Properties and Masks of Layers

## 02. A FIREFLY IN THE NIGHT SKY

- 01 See what you can create with InDesign
- 02 Create a new document
- 03 Create a layout with text and graphics
- 04 Set a print bleed

## 03. ADDING STYLE

- 01 How to Use Noise
- 02 How to Create and Use Sources
- 03 In Practice: Firefly Motion Graphics Illustration
- 04 Tips: How to Use the Motion Tool

## 04. UNDERSTANDING ANIMATION

- 01 The 12 Principles of Animation
- 02 Creating a Bouncing Ball Animation
- 03 Creating a Sticker Animation 1
- 04 Creating a Sticker Animation 2

## 05. CHARACTER ANIMATIONS

- 01 How to Express Emotions
- 02 Understanding a Walking/Running Cycle Animation
- 03 Creating a Character on Adobe Illustrator
- 04 Creating a Walking Character Animation - Duit Bassle
- 05 Adding Moving Hair and a Cape
- 06 Creating a Background - CC Bend It Effect
- 07 Adding Style

## 06. FRAME BY FRAME ANIMATIONS 1

- 01 Using Photoshop to Create a Liquid Animation 1
- 02 Using Photoshop to Create a Liquid Animation 2
- 03 Tips for Creating 2D Effects

## 07. FRAME BY FRAME ANIMATIONS 2

- 01 Creating the Eggplant Characters
- 02 Giving the Characters Motion - Matching the Key Motion
- 03 Giving the Characters Motion - Adding Detailed Motion

## 08. CREATING AN ENTIRE VIDEO

- 01 Planning - Finding and Using References
- 02 Storyboard - Screen Rendering
- 03 Understanding the Key Visual
- 04 Finishing Your Video

## BONUS: MORPHING ANIMATIONS

- 01 How to Create Morphing Animations 1
- 02 How to Create Morphing Animations 2







NOTES



