

Certificate Course in Animation, Motion Graphics

Offered by Centre for Innovative Skill-Based Courses
Open Learning Development Centre, University of Delhi

Duration: 3 Months

Mode of Conduct: Offline

Eligibility: 12th Pass (Any Stream)

Attendance Requirement: Minimum 80% attendance is compulsory for certification.

SOFTWARE COVERED

1. Moho
 2. Adobe After Effects
 3. Autodesk 3DS Max
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COURSE OBJECTIVES

- To create visually compelling motion graphics and animations for digital platforms.
 - To develop hands-on expertise in industry-standard software such as Adobe After Effects, Moho, and 3DS Max.
 - To integrate typography, visual effects, and sound design into motion graphic projects.
 - To adapt and optimize motion graphics for multiple screen sizes and digital formats.
 - To demonstrate creativity, aesthetic sense, and professional-quality output.
 - To collaborate effectively in a creative production workflow environment.
 - To conceptualize and storyboard motion graphic projects aligned with branding and project goals.
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COURSE CURRICULUM

Module 1: 2D Animation with Moho

1. Introduction to Animation with Moho

- Overview of Moho Interface and Workspace
- Understanding Vector-Based Animation
- Basic Tools and Features

2. Creating Basic Animations

- Drawing and Animating Shapes & Characters
- Keyframing and Interpolation
- Practice Project: Bouncing Ball Animation

3. Working with Bones and Rigging

- Introduction to Bone Rigging
 - Rigging and Animating a Character
 - Practice Project: Character Rigging & Animation
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Module 2: Motion Graphics with Adobe After Effects

4. Introduction to Motion Graphics

- Overview of After Effects Interface
- Understanding Compositions & Layers
- Historical Overview of Motion Graphics
- Types, Use & Importance of Motion Graphics

5. Basic Animation Concepts & Layers

- Keyframe Animation
 - Keyframe Velocity
 - Graph Editor
 - Layers & Stacking Order
 - Slip Editing
 - Sequence Layers
 - Working with Proxy
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6. Effects, Modes, Masks & Mattes

7. Advanced Animation Concepts

- Text Animation
- Working with Audio
- Parenting & Nesting
- Expressions
- Frame Rate Manipulation
- Paint & Clone Tools
- Puppet Tool

8. Exporting & Rendering

- Rendering Overview
 - Export Formats
 - Working with Proxies
 - Common Export Issues
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Module 3: 3D Animation & Rendering with 3DS Max

1. Introduction to 3DS Max Interface

- User Interface & Workspace
- Transforming Objects Using Gizmos
- Graphite Modelling Tools
- Command Panel
- Time Slider & Track Bar
- File Management & Workflow Setup
- Clock Modelling & Spline Modifier

2. Architectural Modelling

- Unit Setup
- Importing CAD Drawings
- Creating Walls, Doors & Windows
- Adding Floor & Ceiling

3. Introduction to Animation

- Principles of Animation
- Ball Animation
- Refining Movement
- Anticipation & Momentum

4. Lighting Techniques

- Three-Point Lighting
- Interior Lighting Setup
- Light Types & Shadow Selection
- Atmospheres & Effects
- Light Lister

5. Rendering in 3DS Max

- Rendering Setup
 - Camera Setup
 - Safe Frames
 - Raytraced Reflections & Refractions
 - Rendering Interior & Furniture
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ASSESSMENT & CERTIFICATION

Minimum Requirement:

- 80% Attendance Mandatory

Marking Scheme for Final Certificate

Sr. No	Activity	Marks
1	Attendance	20
2	Class Behaviour	20
3	Term End Exam (MCQ – 40 Questions × 0.5 Marks)	20
4	Final Practical	20
5	Final Presentation	20
Total		100 Marks

Certificate will be awarded upon successful completion of:

- Minimum attendance requirement
- Term End Examination
- Final Practical Project
- Presentation Evaluation

LEARNING OUTCOMES

After successful completion of the course, learners will be able to:

- Create 2D and 3D animations using industry-standard tools.
- Design professional motion graphics projects.
- Apply lighting, rendering, and visual effects techniques.
- Export optimized content for digital platforms.
- Develop a professional motion graphics portfolio.