

WILLKOMMEN



WORKSHOP
AFTER EFFECTS



WILLKOMMEN

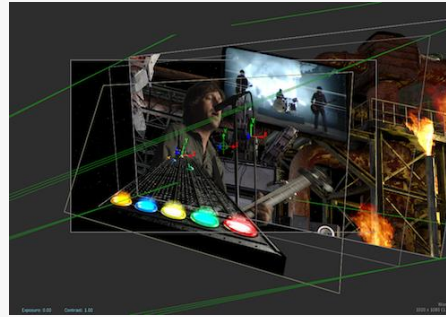


Michael Möller

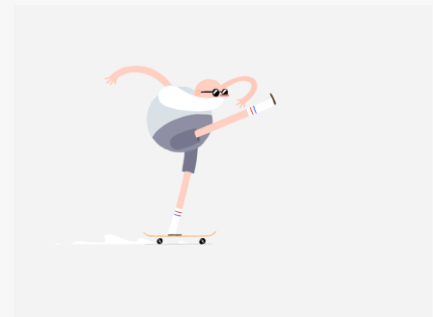
- Studium Grafik & Design
- Ausbildung Mediengestalter Bild & Ton
- Studium an der Filmakademie BW
- Agenturarbeit für Film und Gamebranche
- Freelancer
- HDM; HS Reutlingen, HS Konstanz
- *Forschungsprojekte „GAMES“*
- Firmengründung / Studio



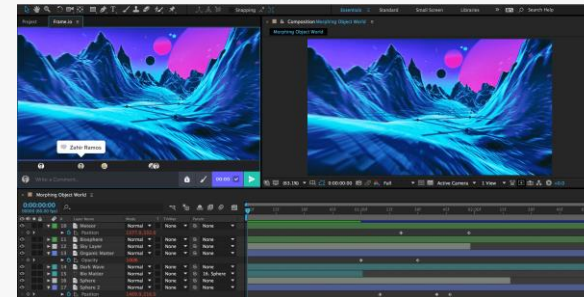
Motion Design



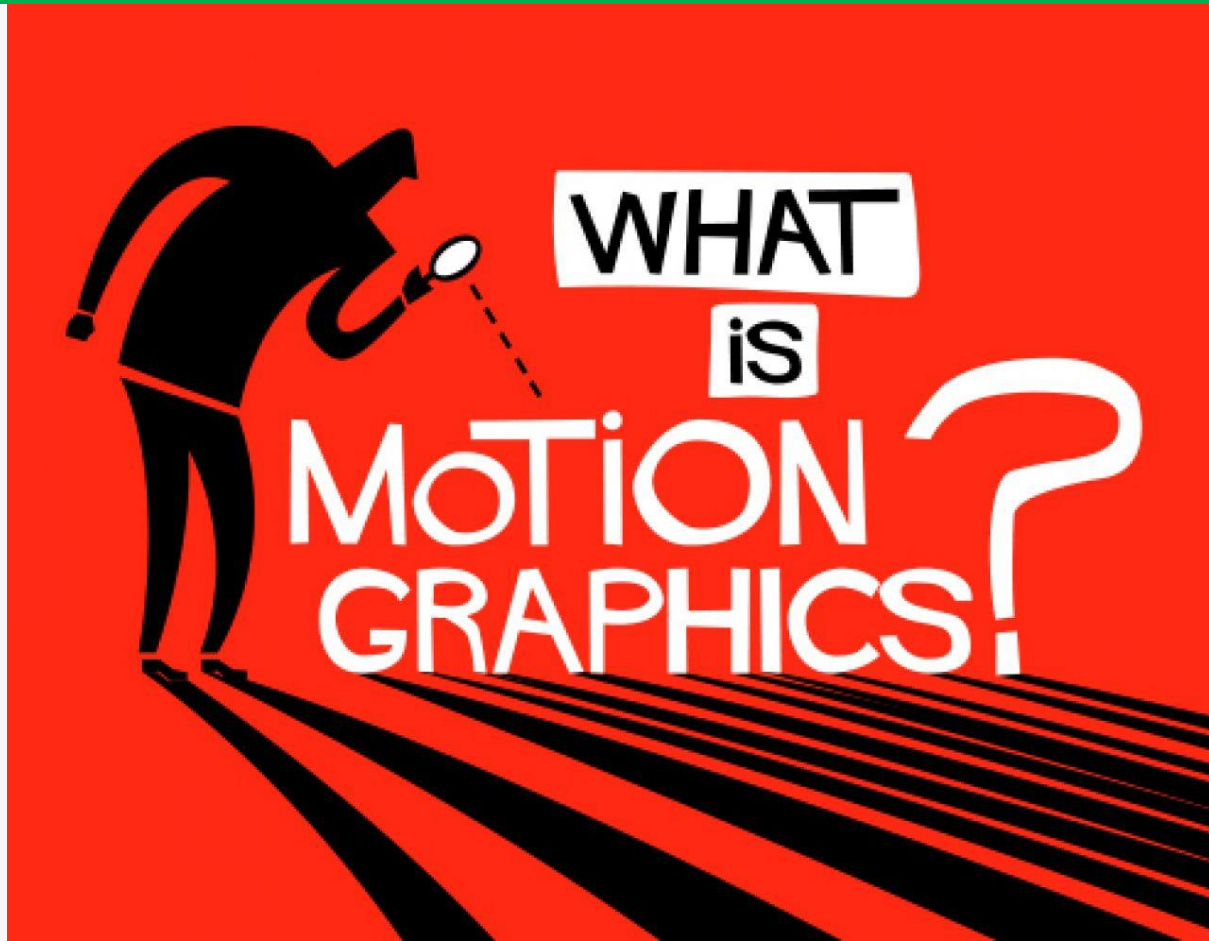
Compositing

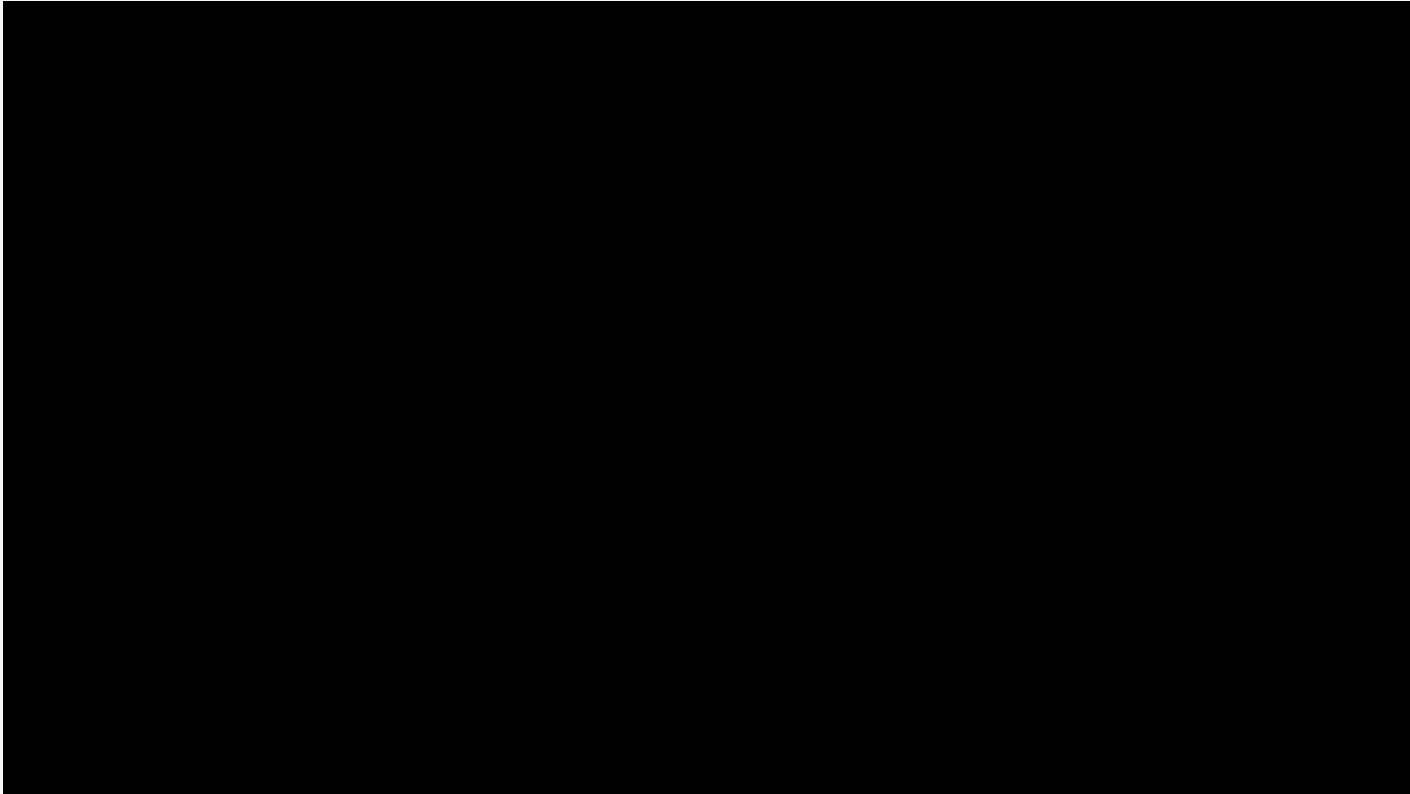


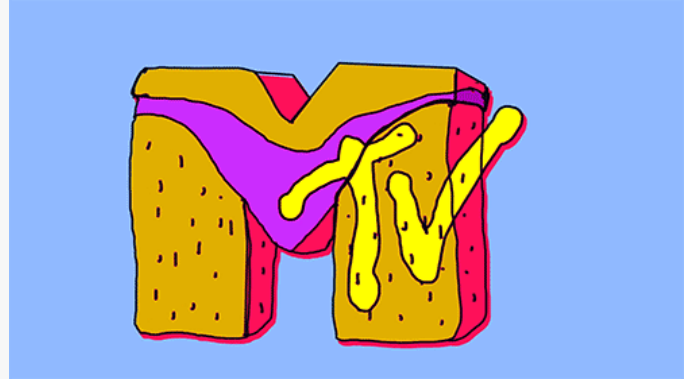
Animation



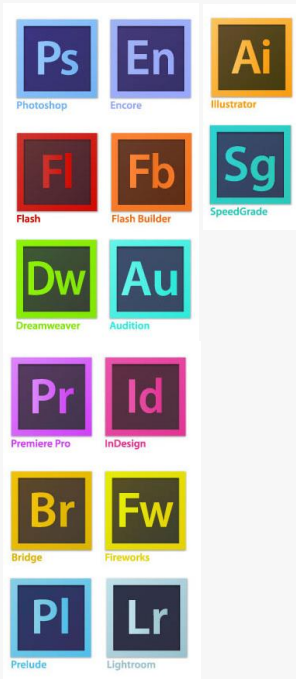
Effekte

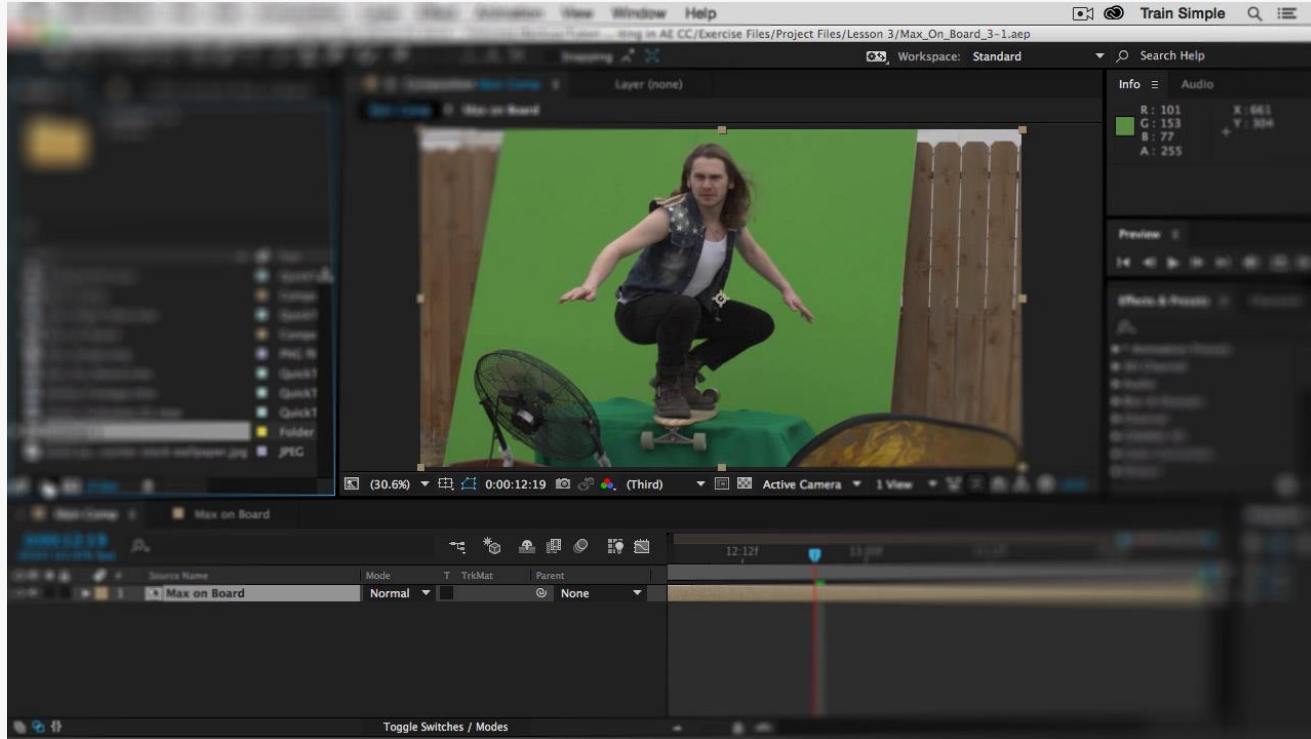
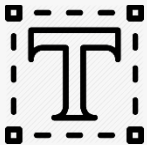


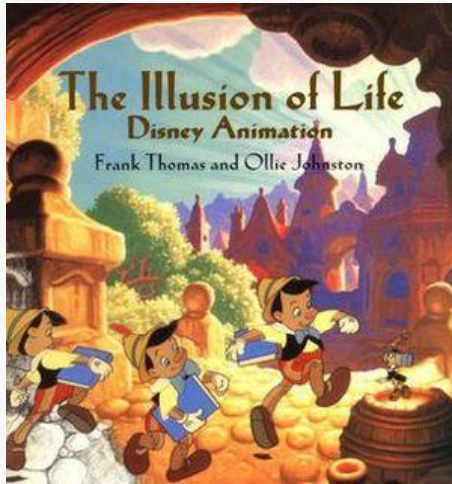




WORKSHOP – After Effects







#1
SQUASH & STRETCH



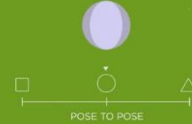
#2
ANTICIPATION



#3
STAGING



#4
STRAIGHT AHEAD &
POSE TO POSE



#5
FOLLOW THROUGH &
OVERLAPPING



#6
SLOW IN & SLOW OUT



12 RULES OF ANIMATION

#7
ARCS



#8
SECONDARY ACTION



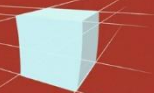
#9
TIMING



#10
EXAGGERATION



#11
SOLID DRAWINGS



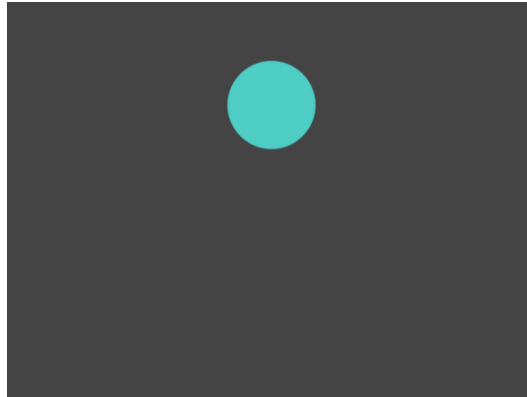
#12
APPEAL



#1
SQUASH & STRETCH



12 RULES OF
ANIMATION



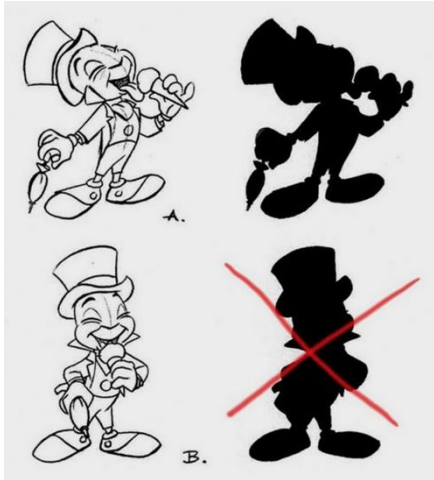

#2 ANTICIPATION



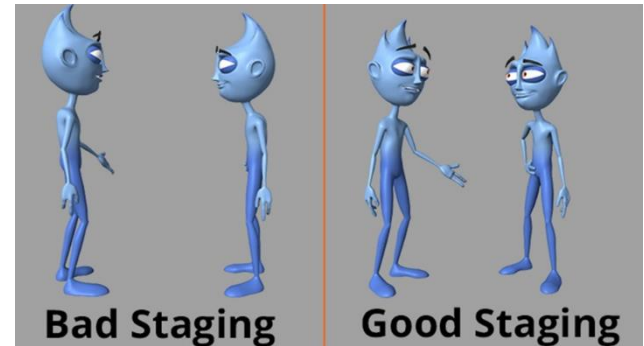
12 RULES OF
ANIMATION

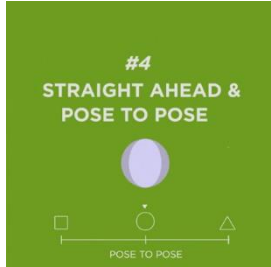


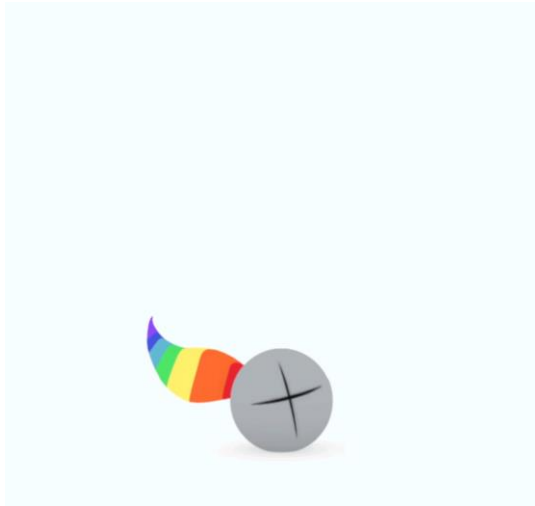
#3
STAGING



12 RULES OF ANIMATION





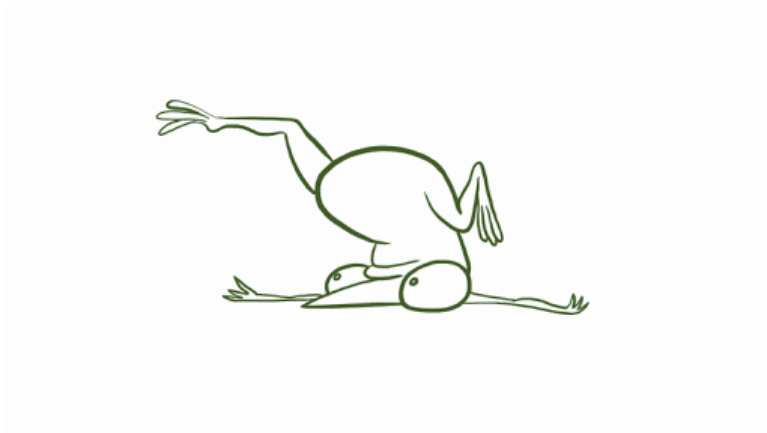


12 RULES OF
ANIMATION





12 RULES OF
ANIMATION



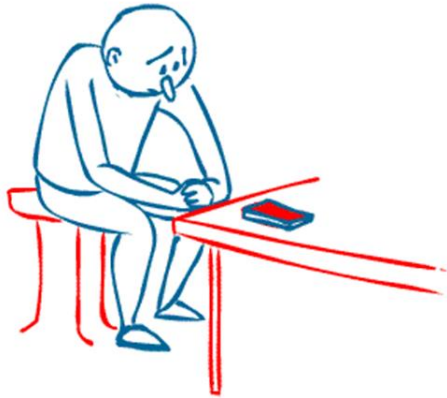
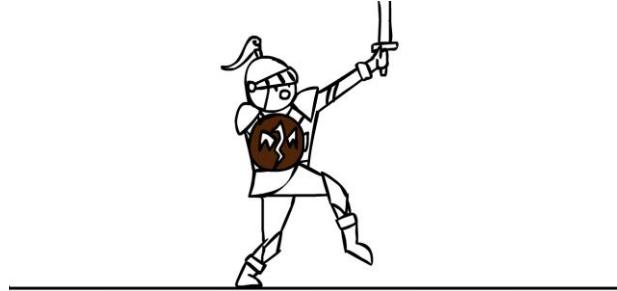


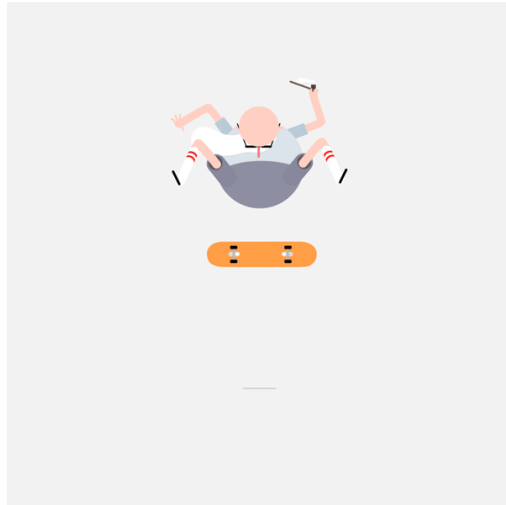
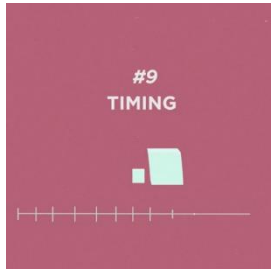
12 RULES OF ANIMATION

- ARCS
- OVER-SHOOT
- FOLLOW THROUGH

EXAGGERATE

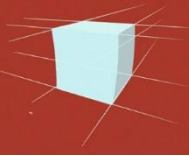








#11
SOLID DRAWINGS



12 RULES OF
ANIMATION



#12
APPEAL




12 RULES OF
ANIMATION



Animation : Die 12 goldenen Regeln



Everything
is possible



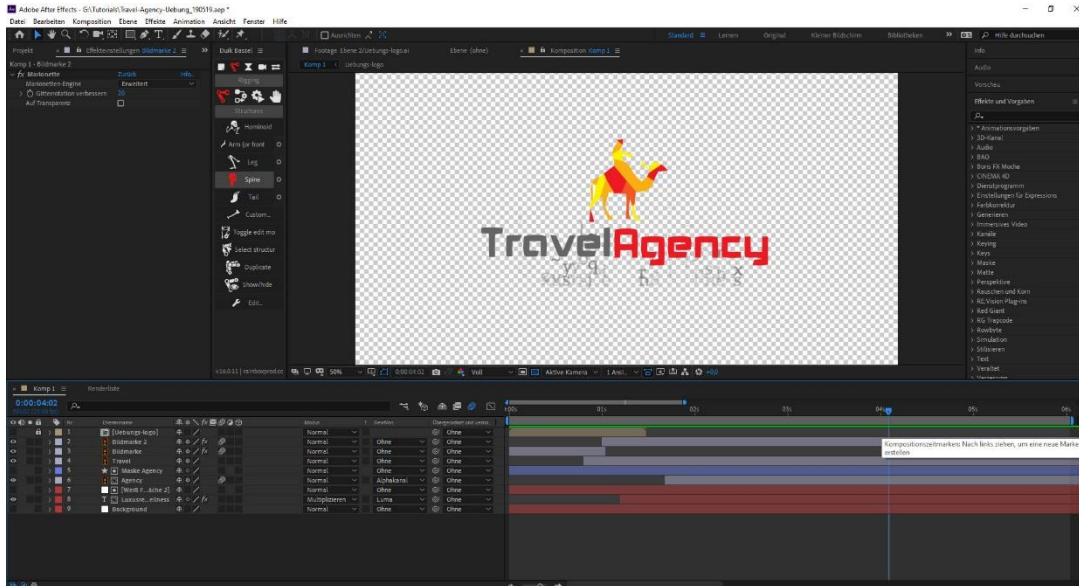


WORKSHOP
AFTER EFFECTS



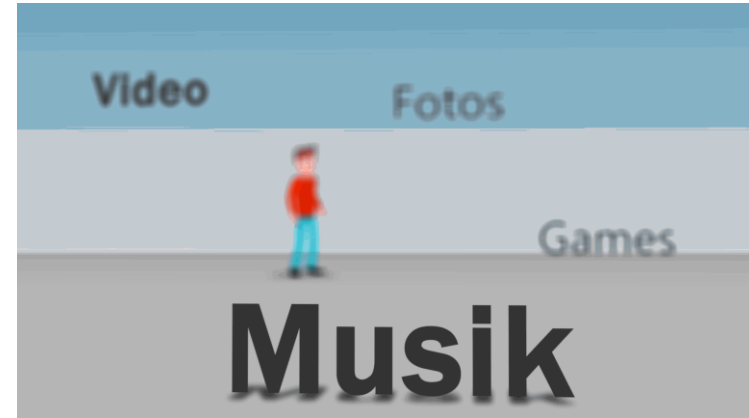
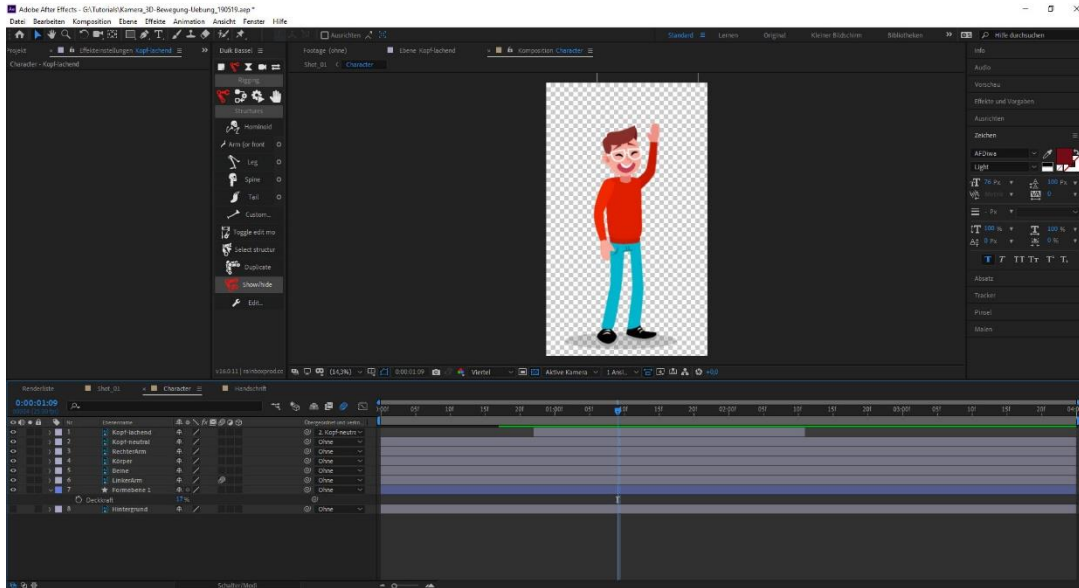
Tutorial 1 - Logoanimation

- Grundlagen
- Adobe Illustrator
- Masken, Typo, Keyframes



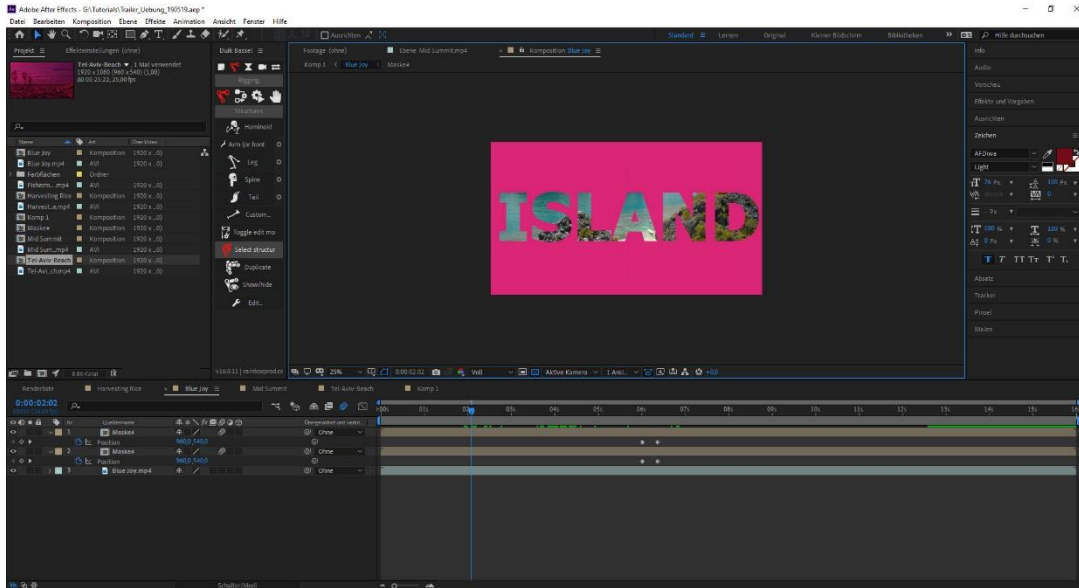
Tutorial 2 – Charakter & Kamera

- Ebenen, Timing
- Adobe Photoshop
- Kamera



Tutorial 3 – Realbild & Effekte

- Ebenen, Typografie
- Formen und Masken
- Effekte





WORKSHOP
AFTER EFFECTS

