Motion Design

BACHELOR OF MEDIA DESIGN
MAJOR IN MOTION DESIGN

CAREER OPPORTUNITIES

- **Motion Designer**
- **Videographer**
- **Animator / Editor**
- **Multimedia Designer**
- **Digital Designer**
- **Content Creator**
- **Entrepreneur / Freelancer**
- **Design Director**

Media Design School

MOTION DESIGN

Making text, illustrations and images move is the specialty of the Motion Graphics Designer.

This truly unique art form can be found in numerous elements of digital design, including music videos, promotional videos, television commercials, and in films. This course includes learning key technical skills such as 2D and 3D animation, visual effects, composition, image manipulation and text choreography to give you the experience and evidence of working to a client brief needed to land a job in a dynamic and exciting agency and production environment.

SOFTWARE YOU'LL LEARN

- Photoshop
- After Effects
- Illustrator
- InDesign
- Sketch

AWARDS

Media Design School students are the most awarded design students in New Zealand.

Best.

GOOD DESIGN AWARDS®

MAJOR SPECIFIC SOFTWARE

Graphic Design
- Photoshop
- After Effects
- Illustrator
- InDesign

Interactive Design
- HTML
- CSS
- XD
- Sketch

Motion Design
- After Effects
- Blender
- Cinema 4D
- Premiere Pro

Adobe CREATIVE CAMPUS

Media Design School is an Adobe Creative Campus which comes with a variety of incredible benefits for our students including your own Adobe Creative Cloud Pro license for the duration of your studies!

"MDS HAS A REPUTATION FOR PRACTICAL STUDIES IN DIGITAL MEDIA. COMING STRAIGHT FROM HIGH SCHOOL, I KNEW THAT MDS COULD OFFER A MORE THOROUGH EXPERIENCE, LEARNING HOW THE CREATIVE INDUSTRY WORKS AND BUILDING MY DESIGN SKILLSET TO MY FULLEST POTENTIAL."

Audrea Ridwan, Morgan Furniture Intl. Ltd.

Student work: Elisaveta Pivniuk

Pasifika future

Ethan James Hiku

Our current times have been met with a lot of uncertainty and change in recent years, with advancements in technology, and the world affected by climate change and Covid-19. This has inspired thoughts of what the future may be like.

This hit home for Ethan, as he comes from Niue, a small island in the Pacific. His small nation is faced with issues that can change the future of their people, homeland and culture. With research he narrowed it down to two subjects that he felt affects the Polynesian community the most: climate change and capitalism/western influences.

From here he developed his research question 'How can I spread awareness of the loss of culture and land in the Pacific islands, using animation targeted towards the youth?'

This project projects different outcomes for the future depending on our actions in the present. All of the scenarios are set in Niue, following the same character and their daily routine.

Ethan hopes that showing the potential future state of the world will be able to give people a different perspective on today's issues, with hopes the viewers will take steps toward the future they want to come true.

FIRST YEAR COMPONENTS
(FOR ALL THREE MAJORS):

Design Principles
Develop a common vocabulary and understanding of the major motivations of media designers and collaborate across majors to develop effective designs in future joint projects.

Design Studio
An introduction to a range of tools and creative problem-solving methods using a combination of guided class exercises, group work, class discussions and self- directed investigative tasks.

Contextual Studies
This component introduces students to the idea of developing imaginative and socially relevant approaches to visual communication.

Photographic Studies
Develop fundamental technical photographic skills.

Digital Image Foundation
This component provides a foundation for effective practices in all media design disciplines.

Interdisciplinary Design Foundation
Students independently implement a multi-part interdisciplinary project integrating practices from all majors. The project is carried out within tight technical and creative limitations, giving students practical experience working in a commercial design environment. Independent and reflective thinking, personal responsibility, time management and practical skills are developed using a project-based learning approach.

To find out more about the second and third year course structure of the Bachelor of Media Design, and for up-to-date and comprehensive course information, including dates and fees, visit **mediadesignschool.com.**

Cover student work: Ethan James Hiku

Bachelor of Media Design