

Motion Design

GRADUATE DIPLOMA OF CREATIVE TECHNOLOGIES

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.

In just one year, the Graduate Diploma of Creative Technologies helps you specialise in Motion Design, build real-world skills, and work on industry-style briefs that get you career-ready.





MOTION DESIGN

This one-year programme will help you further develop your skills in Motion Design through both project-based and solution-based learning.

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.

Use the skills you’ve gained in the first half of the year to work on your Major Project. This is your opportunity to work on your passion project, create incredible work to bolster your design portfolio, and even enter some of New Zealand’s prestigious design award competitions.



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!

CAREER OPPORTUNITIES

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

AWARDS

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



Student work: Andrea Carreon



Motion Design

Puma

Mario Golfari
Won Best Awards GOLD in the Student Moving Image category.

Puma is a short video that combines imagery, sound, and narrative to depict the visceral experience of acute anxiety. Drawing from personal accounts, psychological insights, and editorial illustrations, the work aims to connect with those struggling with the disorder and provoke introspection and dialogue in the general public.

Inspired from a recurring childhood dream, the narrative employs a puma that has invaded a domestic space as a metaphor for an unchecked ego unleashed upon the mind of our protagonist, a budding writer yearning for the approval of the industry and her peers. In her pursuit of creative fulfilment, we explore the emotional wrangling that takes place between the protagonist and her anxiety as she strives to tame the unruly forces of her ego.

By juxtaposing the familiar with the uncanny, the domestic with the wild, the project encourages viewers to reflect on the fragility of the boundaries we construct. It underscores the importance of cultivating self-awareness and accepting both our strengths and vulnerabilities in achieving personal growth and fulfilment. While this insight holds immense value for anyone living with an anxiety disorder, the project is primarily geared towards empathising with young and less experienced individuals, with the aim of providing resilience during challenging moments.



Our Graduate Diploma of Creative Technologies - Motion Design starts with our standard course outlines, with each intake designed to support different needs. During your application process you'll talk with our future student advisors and programme leaders, and we'll create a comprehensive 1 year plan around what you want to achieve through your studies.

COURSE OUTLINE - FEB INTAKE

Our February intake is designed for students who already have strong design skills and knowledge, and want to bring those skills to the realm of Motion Design. You'll spend Term 1 and 2 focused on building your skills with the tools and theory around motion design, before working on your own motion projects in Term 3 and 4.

TIMETABLE - FEB

For our Feb intake, the course will run over 4 terms from February to November. Your study hours will be:

Semester One: 11:45pm– 2:45pm (Monday - Friday)
+5 hours of directed online learning p/w

Semester Two: 8:30am– 11:30am (Monday - Friday)
+5 hours of directed online learning p/w

COURSE OUTLINE - JULY INTAKE

Our July intake is designed to give students a more generalist understanding of Graphic, Motion, and Interactive (UX) design before bringing those skills together on a Motion Design capstone project.

TIMETABLE - JULY

For our July intake, the course will run over 4 terms from July to June. Your study hours will be:

Semester One: 3:00pm– 6:00pm (Monday - Friday)
+5 hours of directed online learning p/w

Semester Two: 8:30am– 11:30am (Monday - Friday)
+5 hours of directed online learning p/w

To find out more about the Graduate Diploma of Creative Technologies, get in contact with our team at domestic@mediadesignschool.com or international@mediadesignschool.com for international students.

For up-to-date and comprehensive course information, including dates and fees, visit mediadesignschool.com.

