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"At a time when 'Motion Design' is clambering out of infancy and maturing as a discipline – yet when it is simultaneously complicated by rapidly evolving technologies, platforms and shifting economics – Design for Motion provides a comprehensive, contemporary blueprint for what it takes to be a 'Motion Designer' today. Austin's book reminds us to pay attention to the fundamentals of our craft, while inspiring us to ponder the potential for motion design as a communication tool, a ...

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Abstract Plumb the depths of core motion design fundamentals and harness the essential techniques of this diverse and innovative medium. Combine basic art and design principles with creative...

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One of my more recent explorations highlights how much I have learned about organic easing, demonstrating hierarchy, and simplifying motion. From all of these explorations I learned three key fundamentals of user interface animations, and how to enhance the user experience by using motion.
Three animation fundamentals 1.

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In 2016 we launched our Motion Design School in Ukraine. Today our school is opened in four cities across the country and to everyone online. With the help of our students, we polished our courses, created a huge offline community and brought thousands highly qualified motion design specialists to the market.

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The 12 Principles of Motion Graphics Design. In the age of the digital device, adaptive technology and moving interfaces, motion graphics design has quickly become an ubiquitous part of any creative designer ' s skill set. Whilst mastery of the specific tools to design and move graphics, such as Houdini, After Effects, or coding languages like CSS3 and HTML5, are necessary, that doesn ' t always correlate to a mastery of the craft.

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