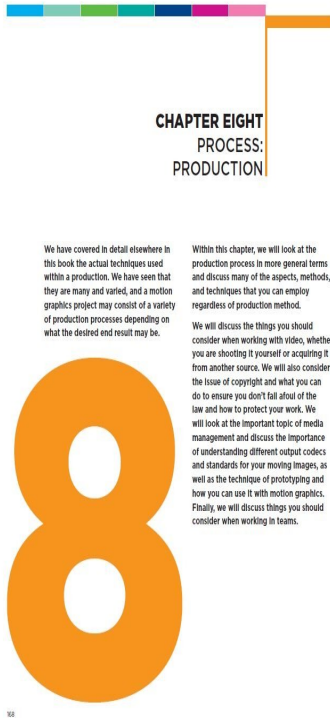


Design for Motion: Fundamentals and Techniques of Motion Design

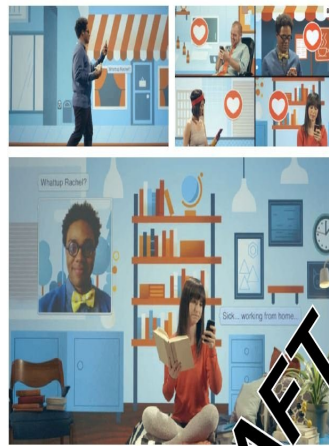


CHAPTER EIGHT PROCESS: PRODUCTION

We have covered in detail elsewhere in this book the actual techniques used within a production. We have seen that they are many and varied, and a motion graphics project may consist of a variety of production processes depending on what the desired end result may be.

Within this chapter, we will look at the production process in more general terms and discuss many of the aspects, methods, and techniques that you can employ regardless of production method.

We will discuss the things you should consider when working with video, whether you are shooting it yourself or acquiring it from another source. We will also consider the issue of copyright and what you can do to ensure you don't fall afoul of the law and how to protect your work. We will look at the important topic of media management and discuss the importance of understanding different output codecs and standards for your moving images, as well as the technique of prototyping and how you can use it with motion graphics. Finally, we will discuss things you should consider when working in teams.



11 708
The houses of the Path social messaging platform are featured in the promotional film by Paul Hill. Action pattern in front of a screen onto which animated backgrounds are projected. The blue visual elements appear on cue, as the display is engineered to be controlled by technicians using game engine software.
Visual design, video production, animation, performance, stage management, and programming had to be coordinated in order to produce the elegant and disarming vignettes.
<http://paulhill.com>

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