

Introduction to Graphics and Animation Tools

- Overview of graphic design and animation software
- Understanding the differences between online and offline tools
- Overview of hardware and software requirements for graphics and animation work

Offline Graphic Design Tools

- Introduction to Adobe Photoshop
- Understanding the Photoshop user interface
- Working with layers and masks
- Creating and editing images in Photoshop

Offline Animation Tools

- Introduction to Adobe After Effects
- Understanding the After Effects user interface
- Keyframe animation and motion graphics in After Effects
- Creating and editing animations in After Effects

Online Graphic Design Tools

- Introduction to Canva
- Understanding the Canva user interface
- Creating and editing images in Canva
- Using Canva for social media graphics and marketing materials

Online Animation Tools

- Introduction to Animaker
- Understanding the Animaker user interface
- Creating and editing animations in Animaker
- Using Animaker for explainer videos and marketing animations

Design and Animation Principles

- Understanding design principles for graphic design and animation
- Principles of color theory and typography
- Principles of motion and timing in animation
- Applying design and animation principles in software tools

Graphics and Animation Project Management

- Managing graphics and animation projects
- Developing timelines and budgets for graphics and animation projects
- Communicating with clients and stakeholders
- Using project management tools for graphics and animation projects