



Motion Design: Moving Graphics for Television, Music, Video, Cinema and Digital Interfaces

Matt Woolman

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A dynamic atlas of the fundamentals of design for motion and interaction

Responding to the dramatic growth in digital media in recent years, academic institutions around the world are introducing the element of motion into graphic design courses. **Motion Design** provides design educators, students and professionals currently working in, or desiring to enter, the discipline of design for motion and interaction with a solution-driven roadmap for negotiating the territory. **Motion Design** also addresses the fact that, as different strands of media converge into one digital form, practitioners must respond with greater interdisciplinary collaboration.

The book describes what the designer must decide before any software is loaded: the fundamentals, process, and methodology. It goes beyond software, to focus on effective solutions, making it both a design resource and an educational reference. Commercial, academic and artistic applications of animated graphics are used to illustrate how the elements of space, time and motion affect the traditional, print-based understanding of graphic form and communication.

Visit the Motion Design website at <http://orbitfinder.com/motiondesign/>.

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