

YOUR WAY TO SMOOTH TRANSITION TECHNIQUE

# Match Cut

INSTRUCTOR: MAHMOUD ADEL

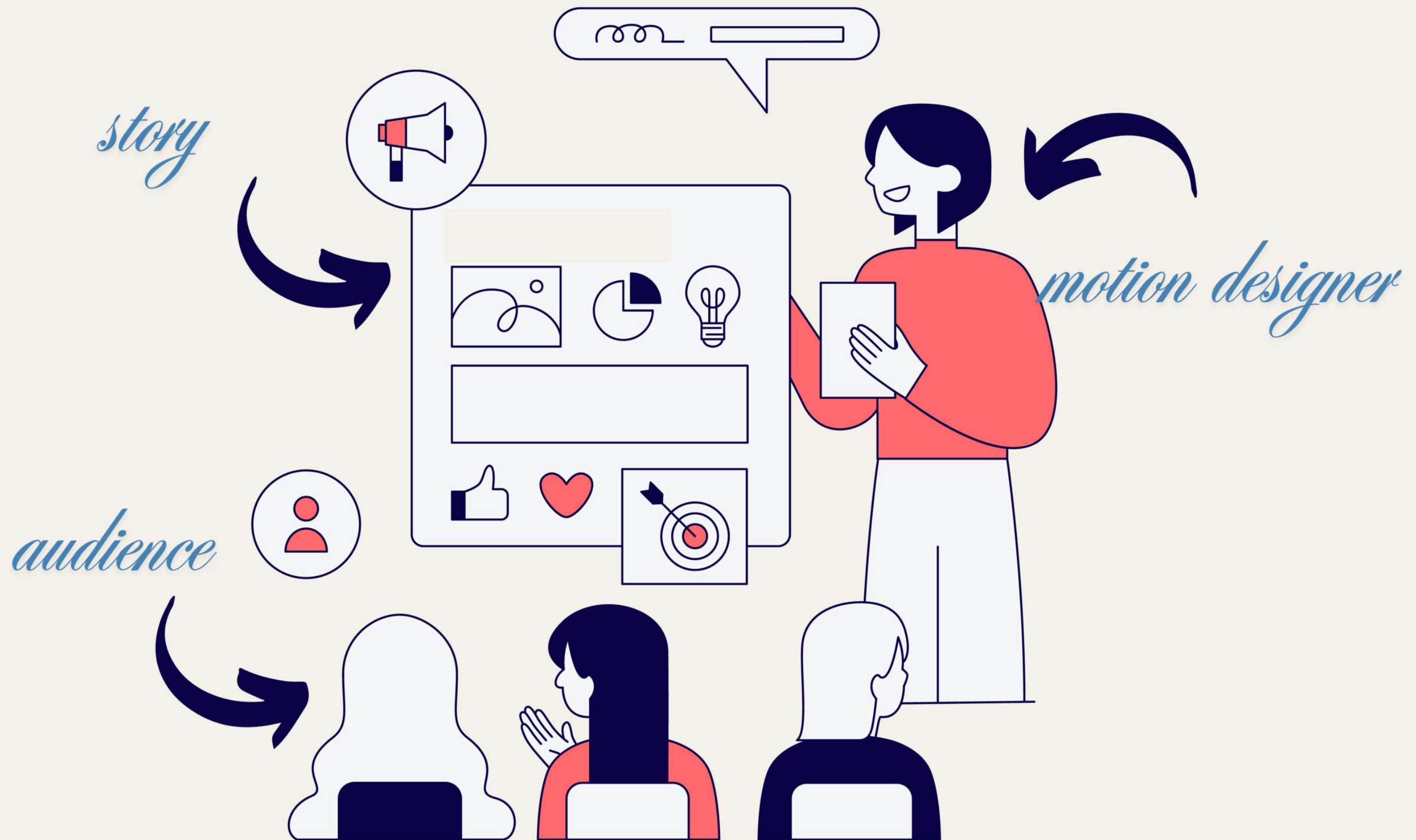


# What is transition

- A transition in animation refers to the process or technique used to smoothly shift from one scene to another. It is a visual or auditory method that helps guide the viewer through changes in time, space, or mood, ensuring the flow of the narrative remains coherent and engaging.

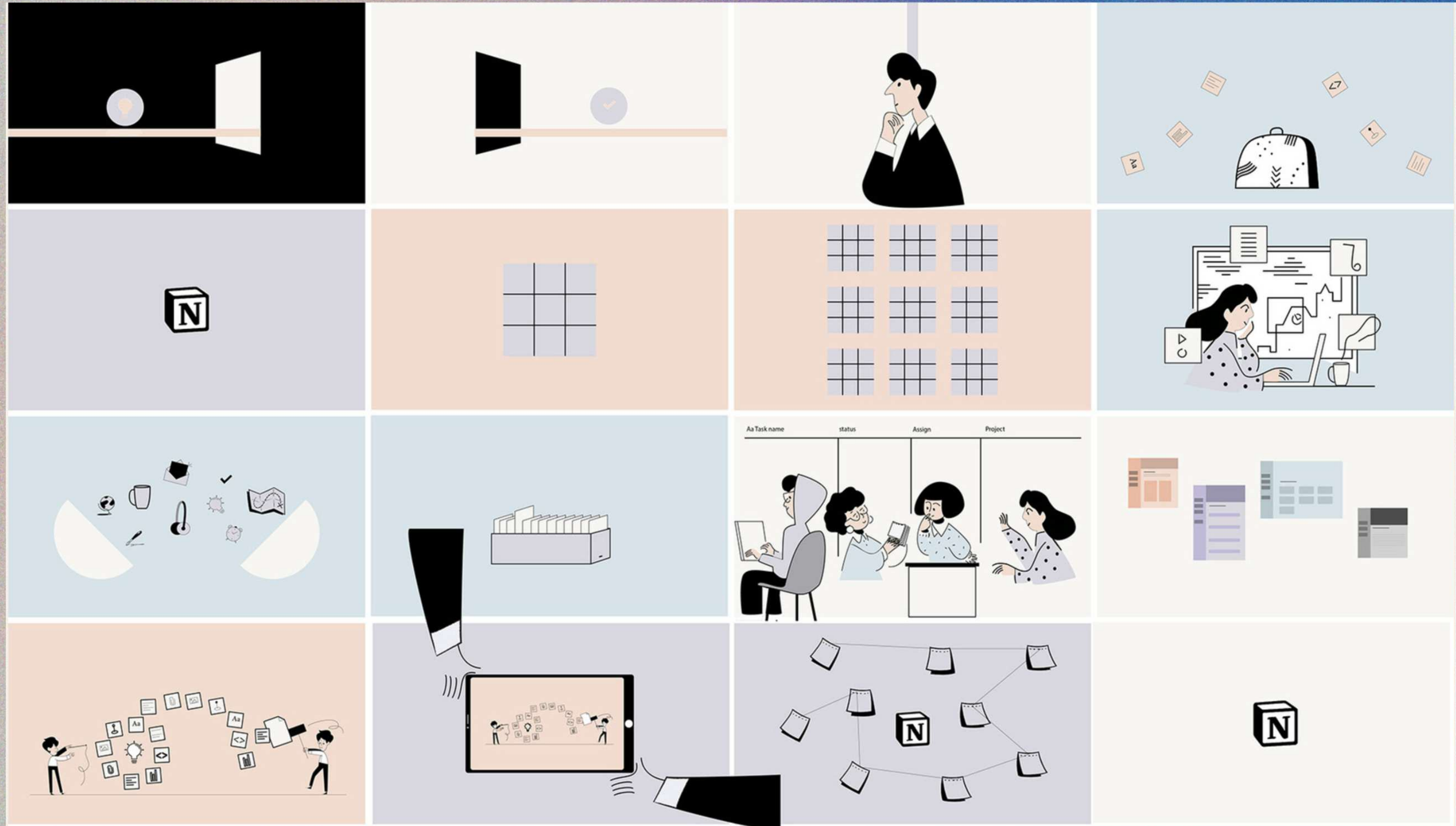


# why does it matters





# Control your audience eye by eye tracing





# Types of transitions

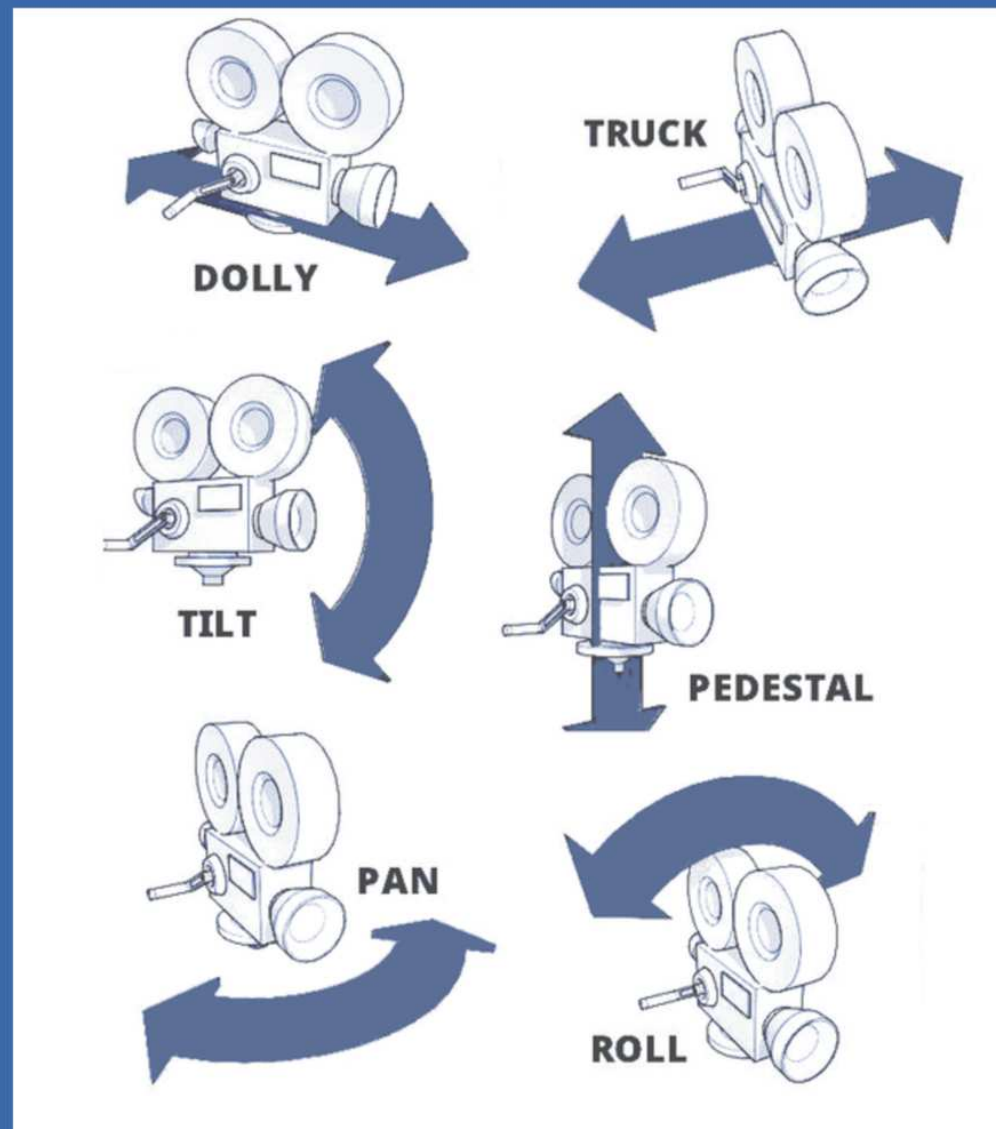
**CAMERA  
TRANSITIONS**

**VISUAL TRANSITIONS**

**SOUND TRANSITIONS**



# Camera transitions



- truck
- dolly in
- dolly out
- arch camera movement
- tilt , pedestal
- fade in and out
- focal lenght



# -visual transitions

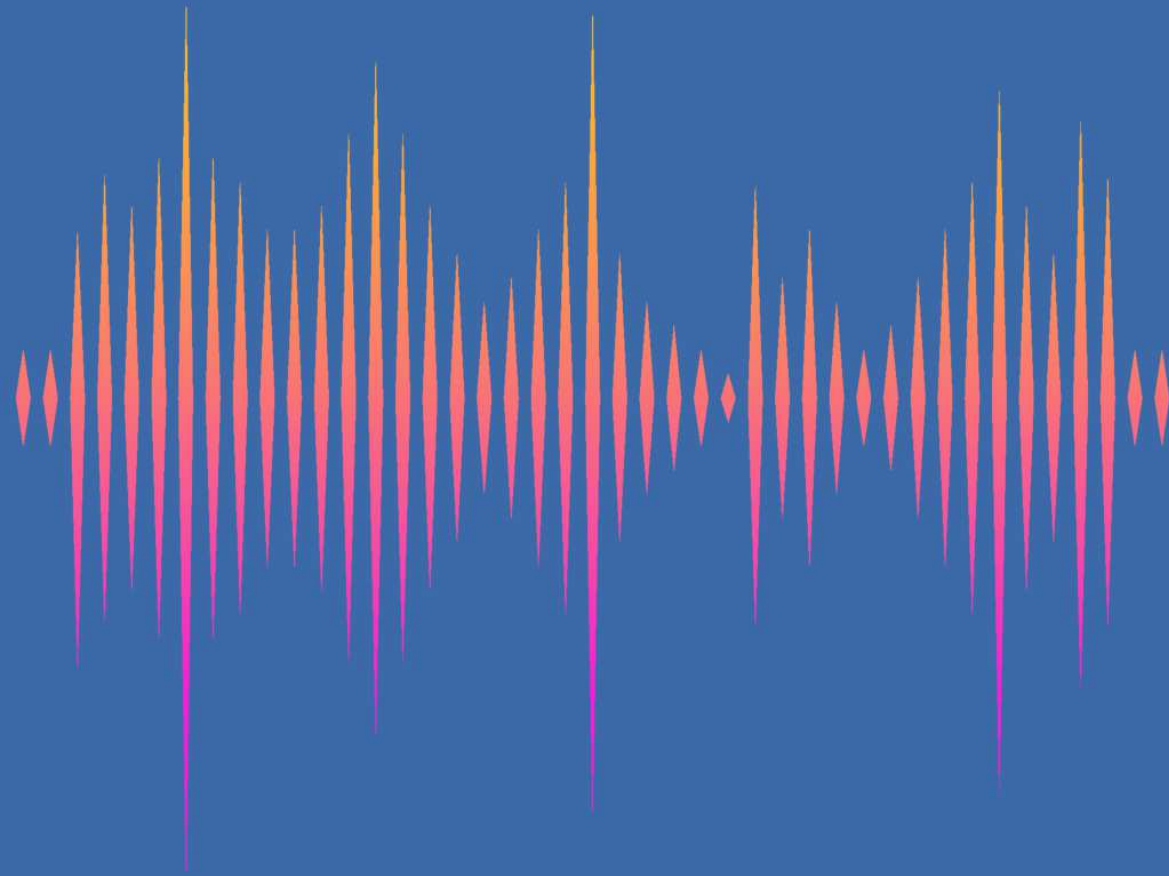


- Hard cut
- Match cut
- Cut on action
- Element from the scene
- Separate clip
- Morphing
- Cover the scene  
flash, glitch, liquid, fog ...etc



# -sound transitions

- Woosh
- Sound bridge
- fadeing
- SFX





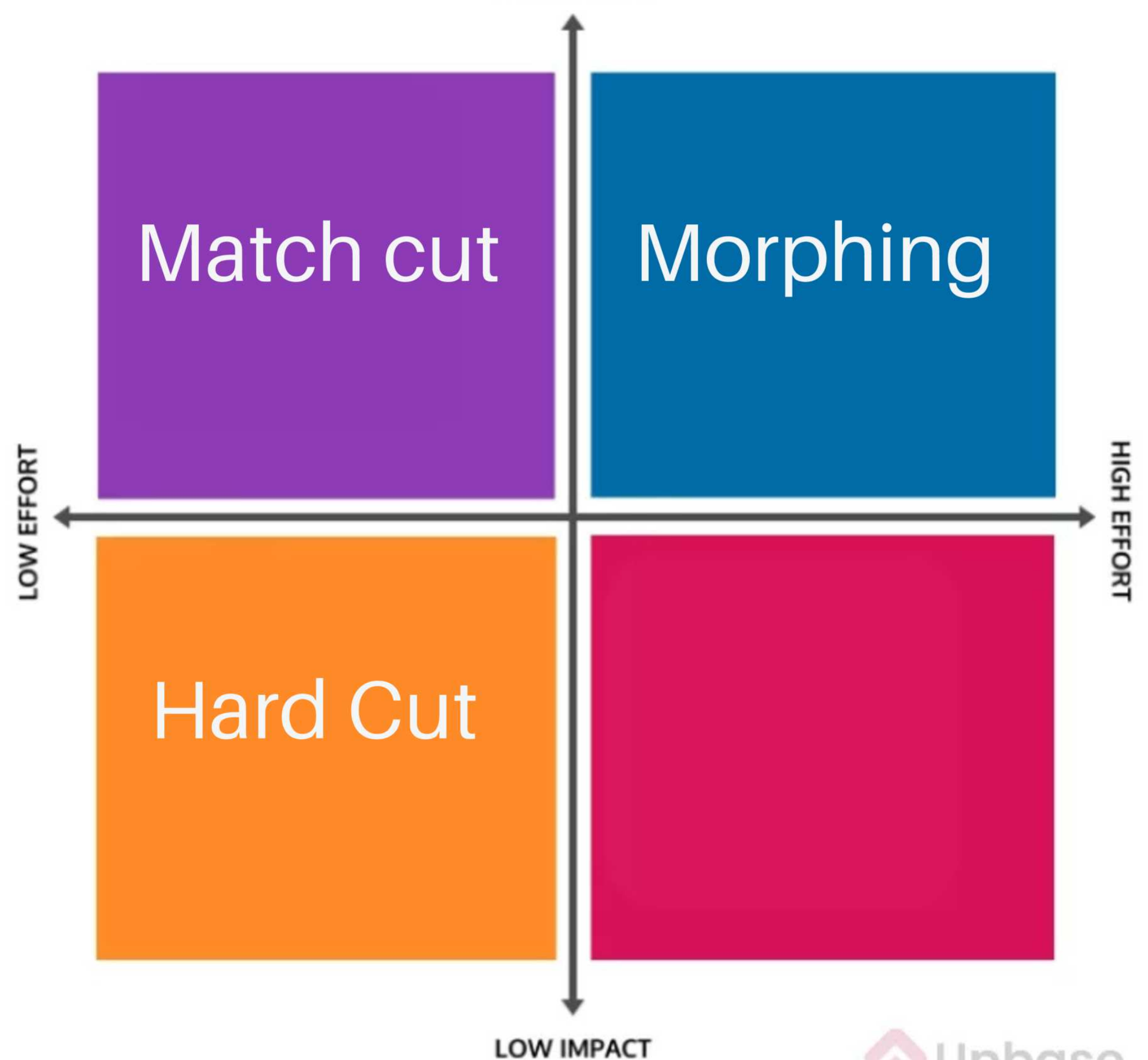
# What is MatchCut

match cut is the most preferred technique between motion designer because it is easy to implement with high impact. It is simply a cut between two scenes with a match of one or more of those 3 things (volume, influence and direction).



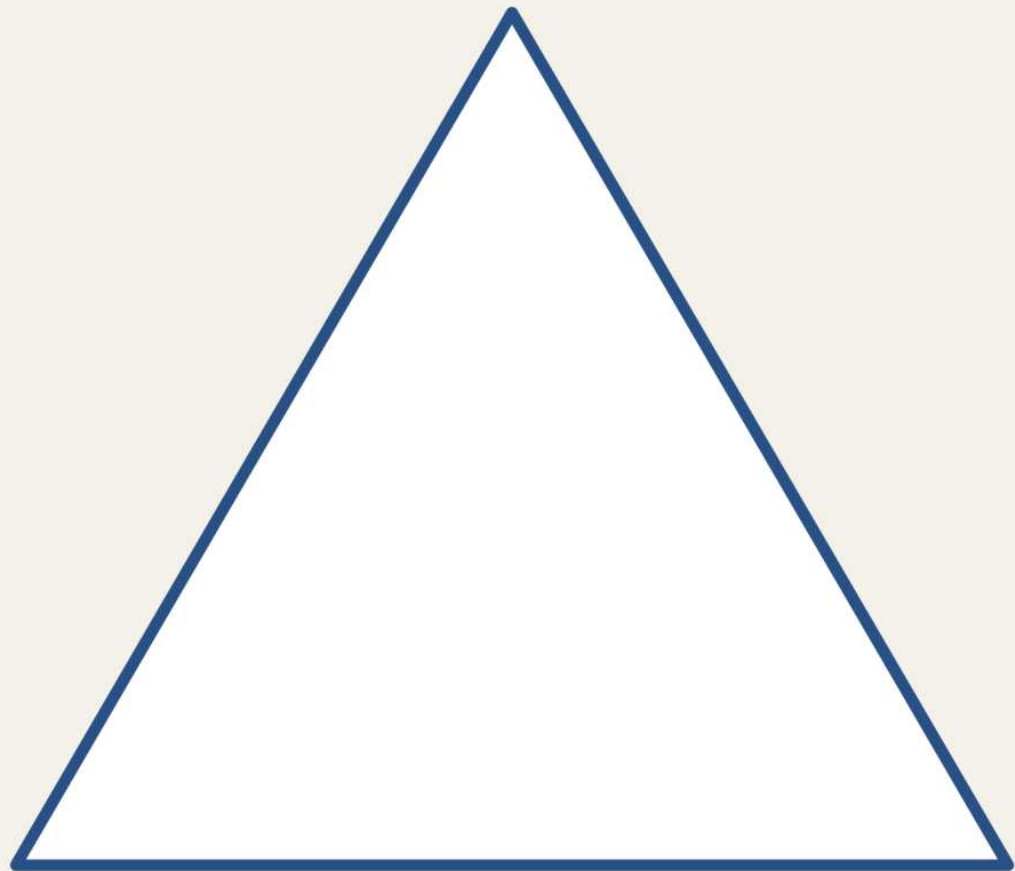
# Why Matchcut

easy to implement with high impact





# 3 Edges of Matchcut



**DIRECTION**

**INFLUENCE**

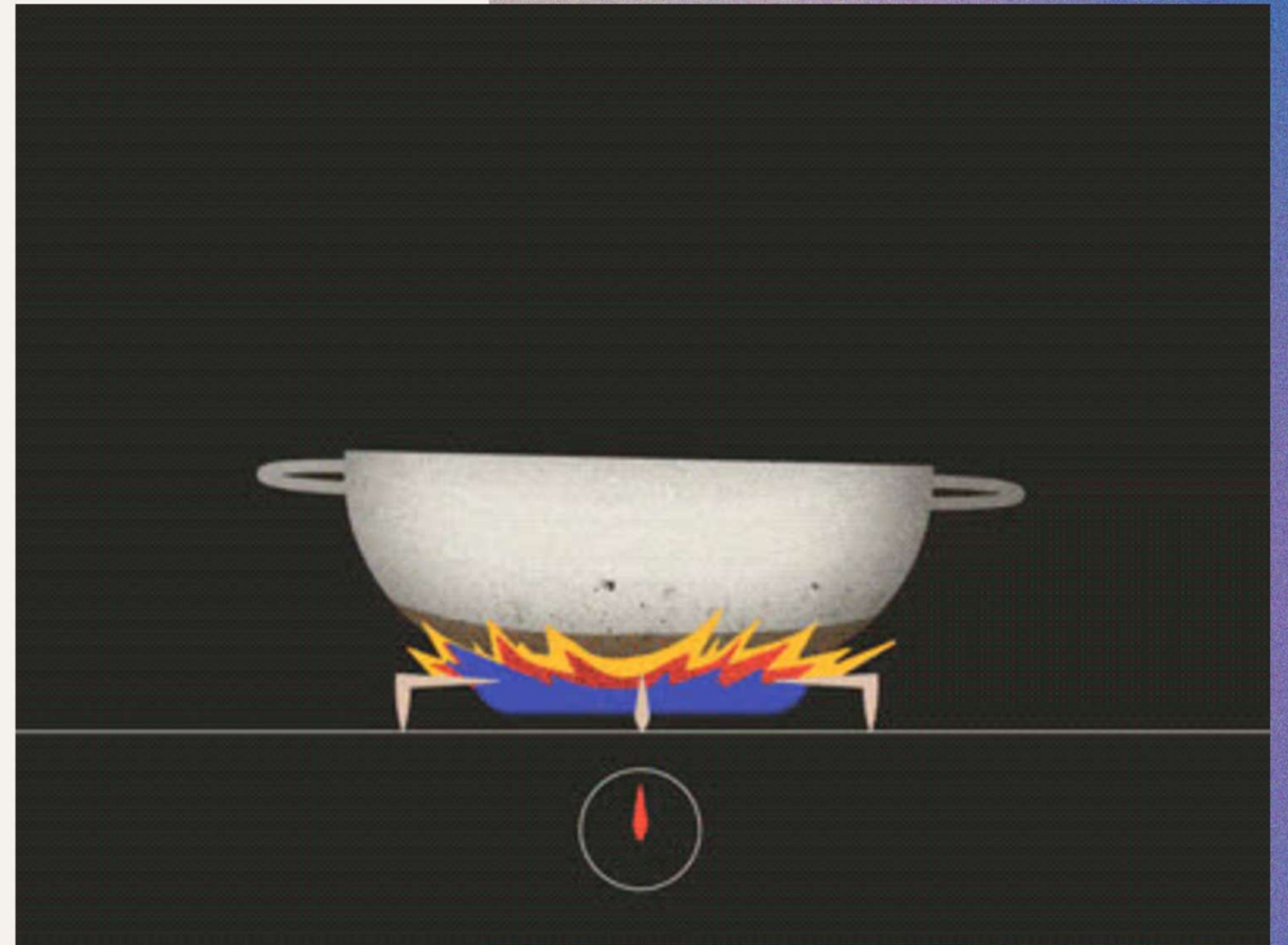
**VOLUME SCALE**



# 1-Direction

Using directional cues to align cuts between two scenes or elements effectively guides your audience's eye. This "eye-tracing" technique creates a seamless transition between the shots, resulting in a more natural and visually appealing flow.

- position
- scale
- rotation
- arcing
- slide





# 2-Influence

adding contrast in motion design is done by using sine wave in speed “ fast moment for actions and transitions followed by a slow moment to breath.

- The quickest moment in the match cut is typically established in the transition between the two layers “just at the cut moment”.





# 3-Volume "scale"

Utilizing consistent scale, volume, and shapes across two distinct scenes facilitates a smooth transition between them.

- same element
- same scale
- get two different scale two same scale





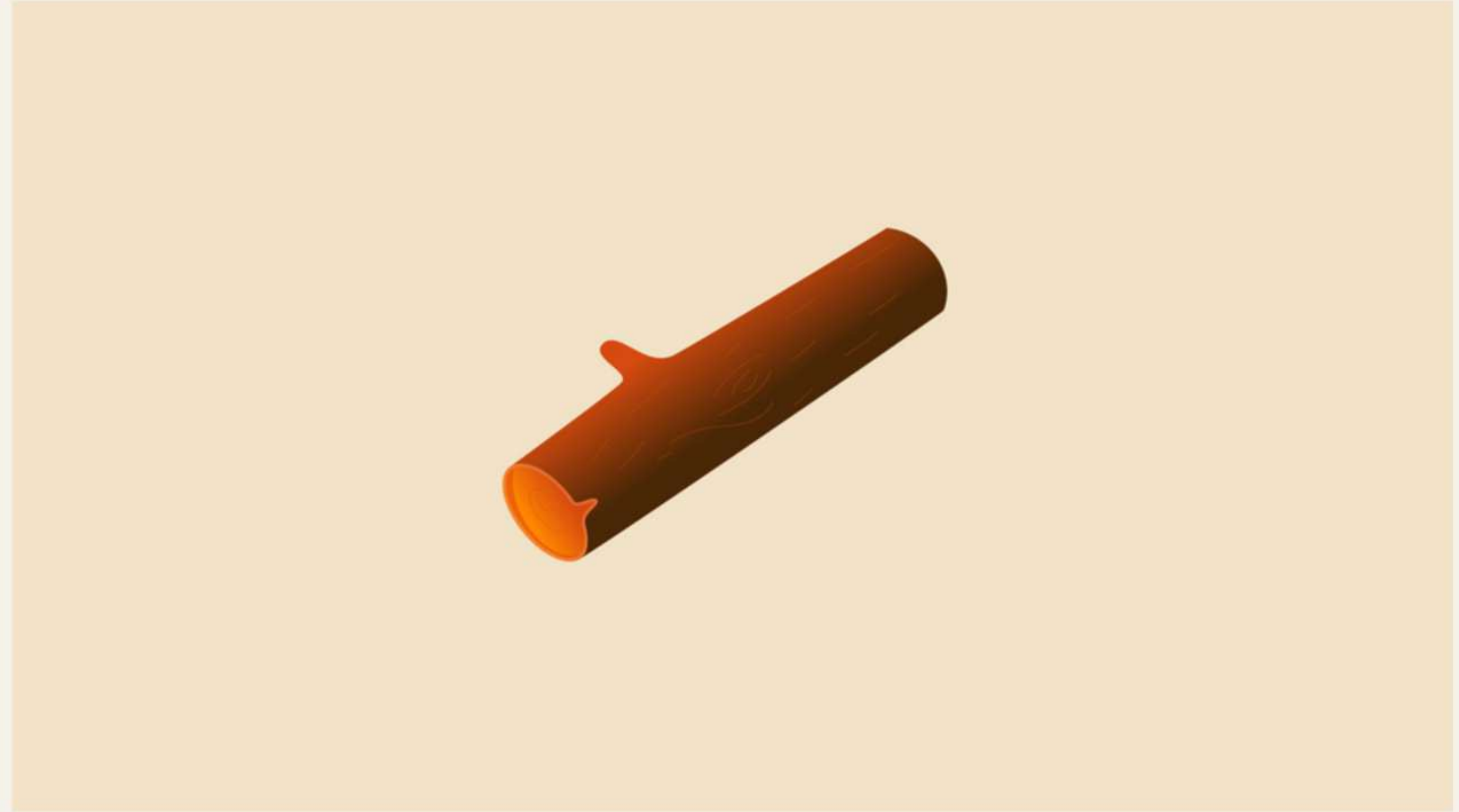
# Practice time

GET YOUR HAND DIRTY



# woody axe matchcut

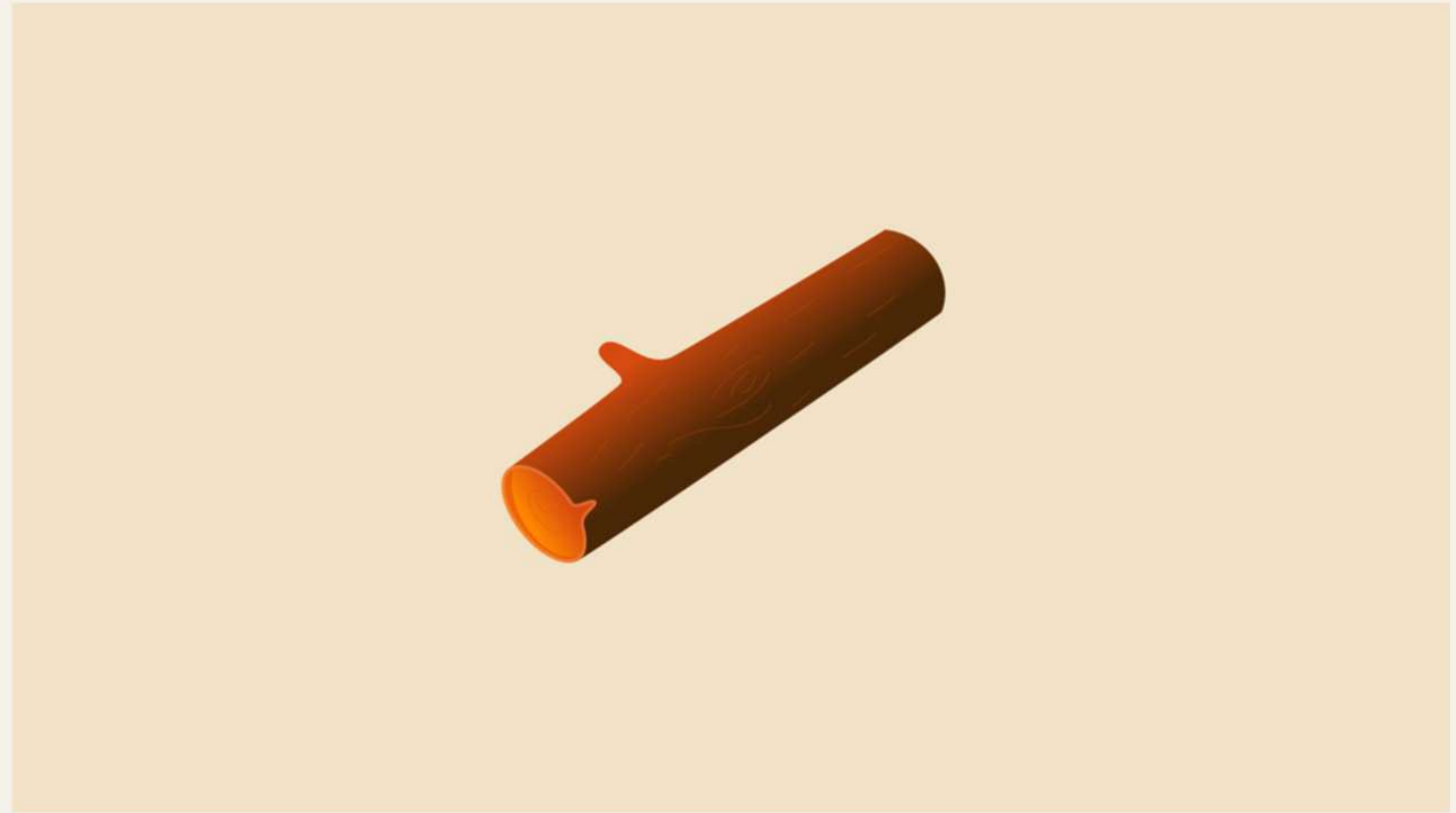
## Direction





woody axe matchcut

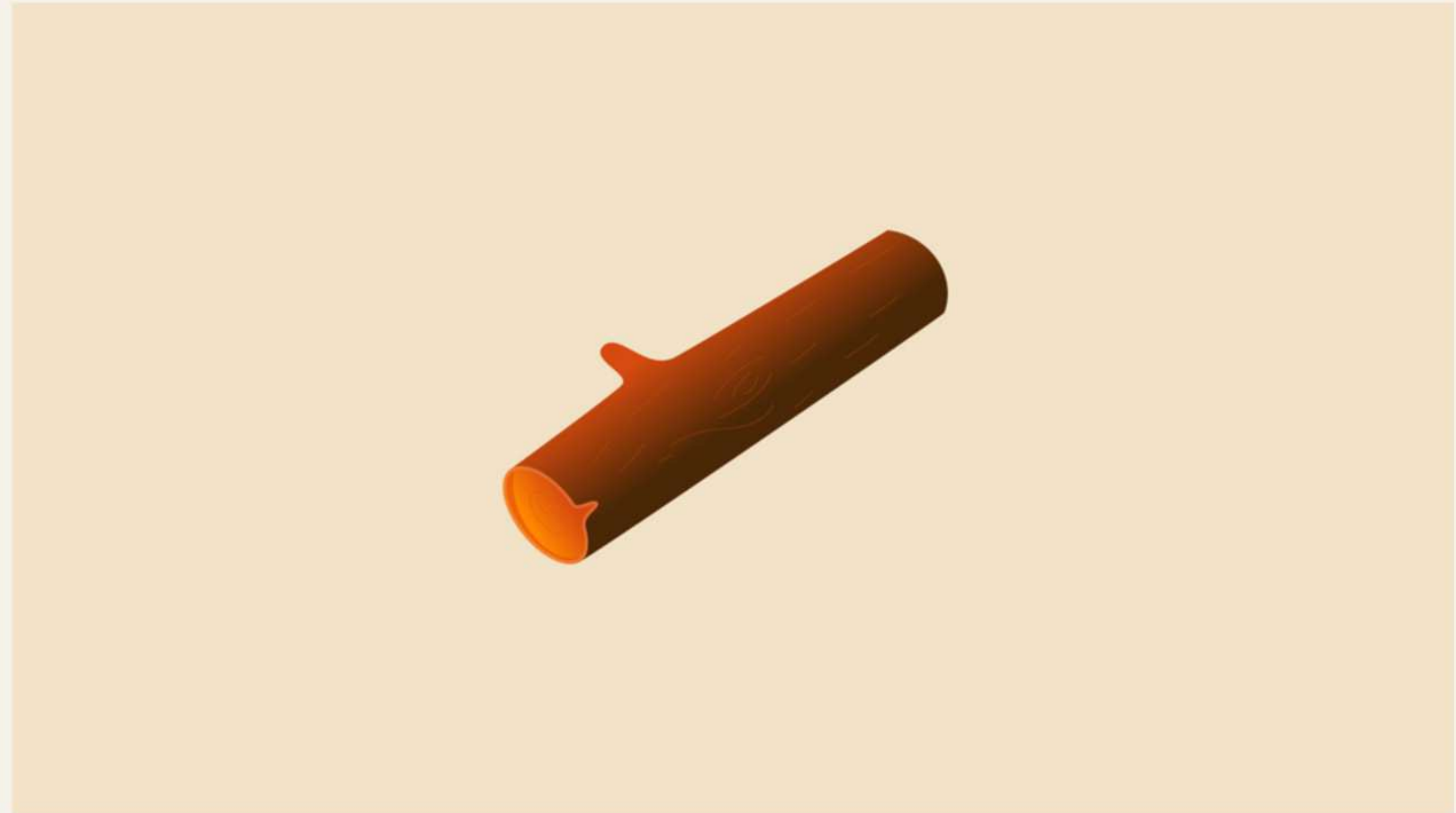
influence





# woody axe matchcut

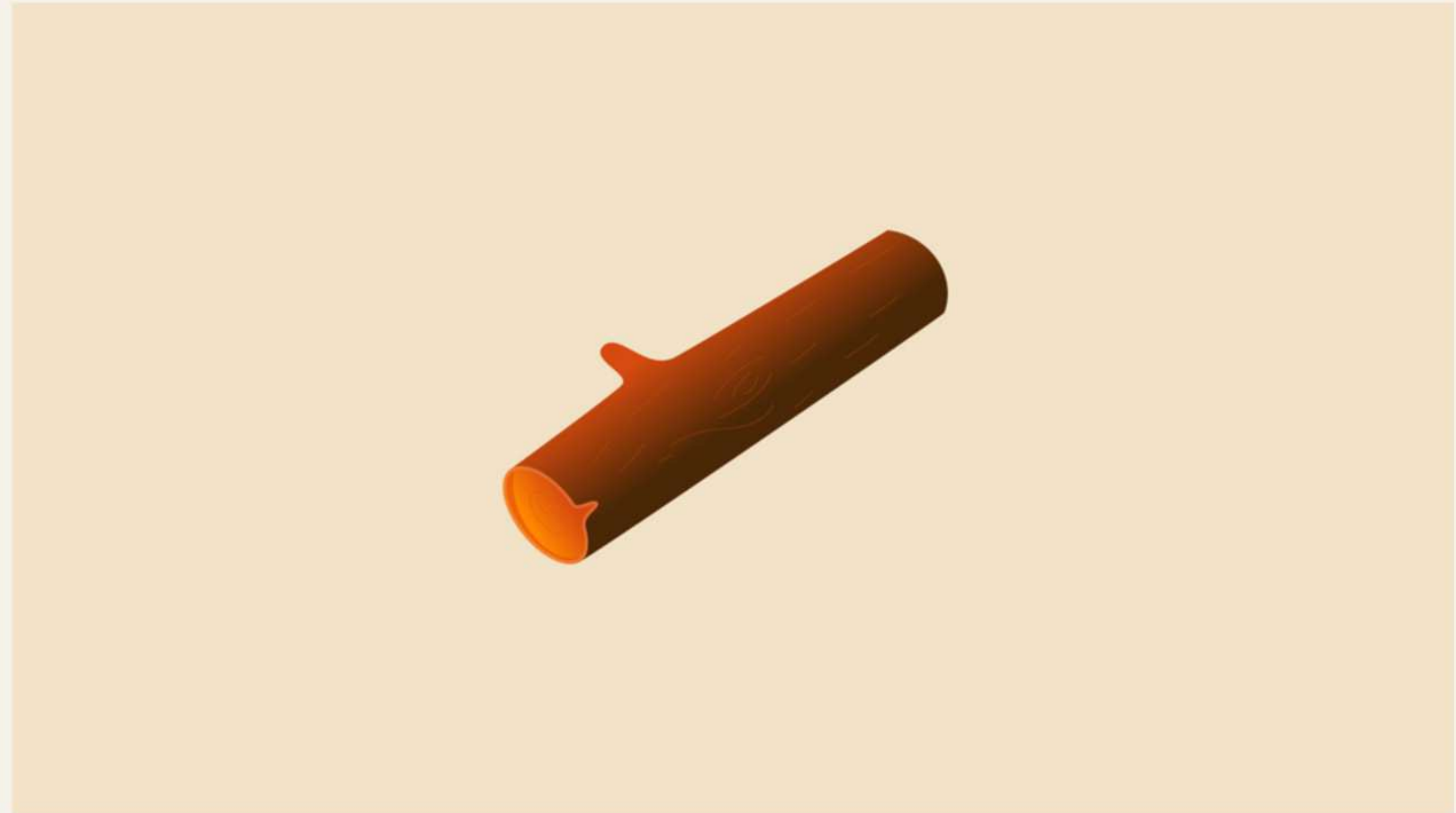
## Scale





woody axe matchcut

adding animation principles





# Prepare coffee

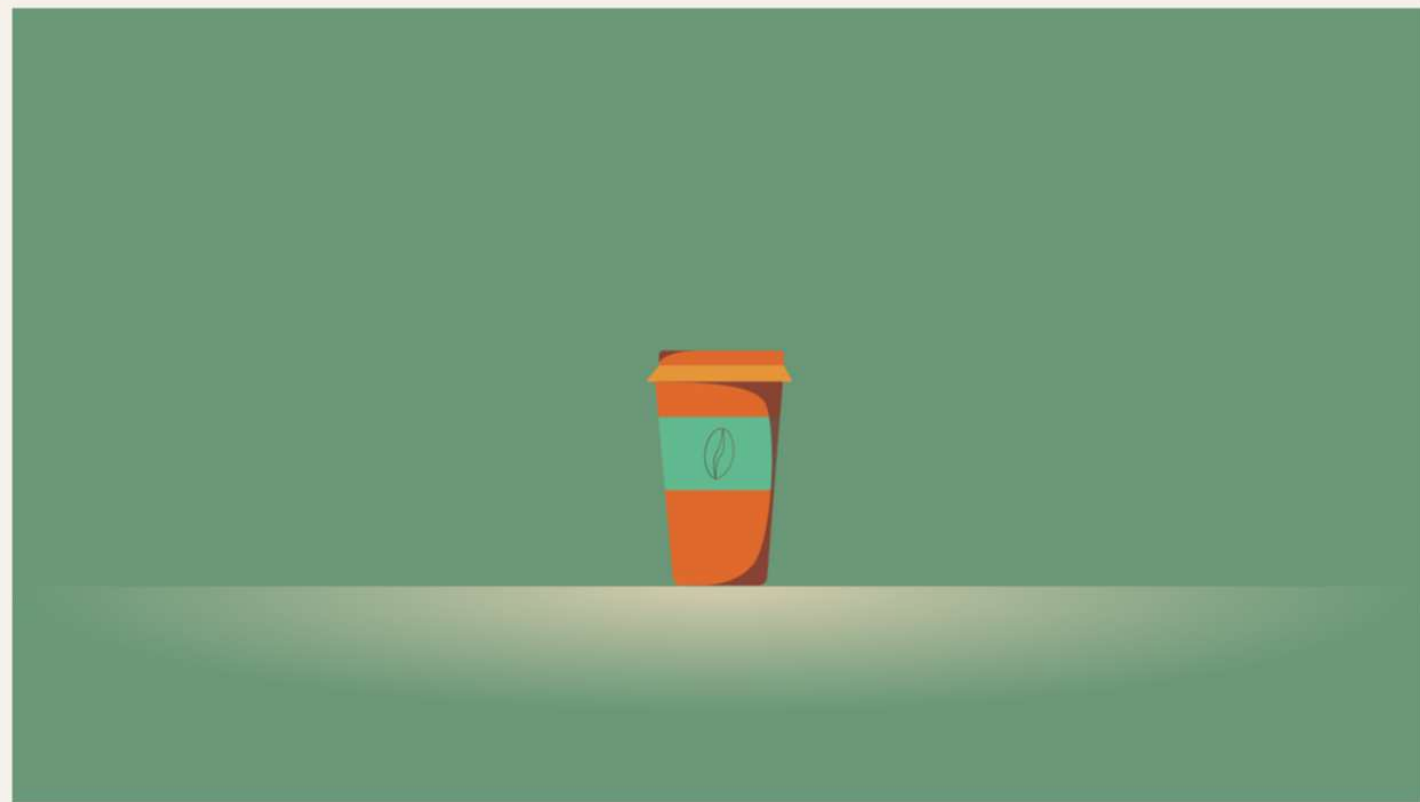
direction, speed and volume





# Prepare coffee

## Adding animation principles





# Printing the skull

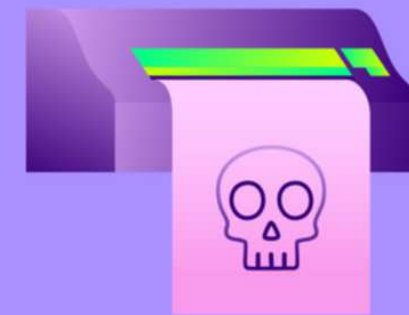
adding depth in matchcut direction





# Printing the skull

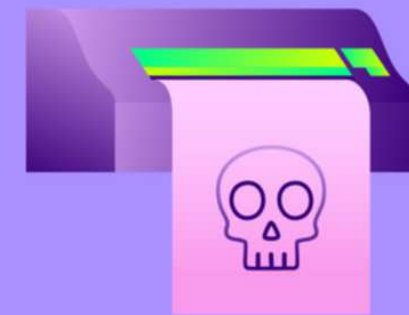
## Adding animation principles





# Printing the skull

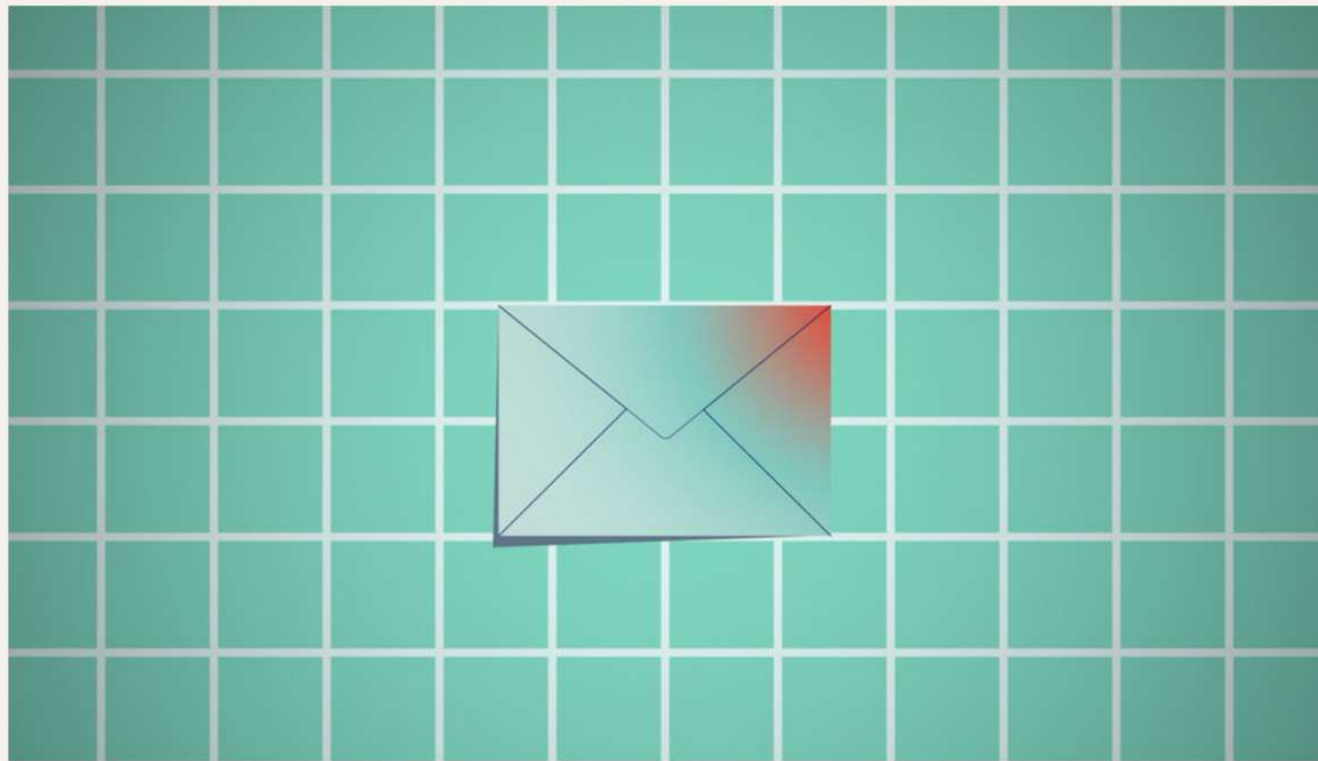
## Adding animation principles





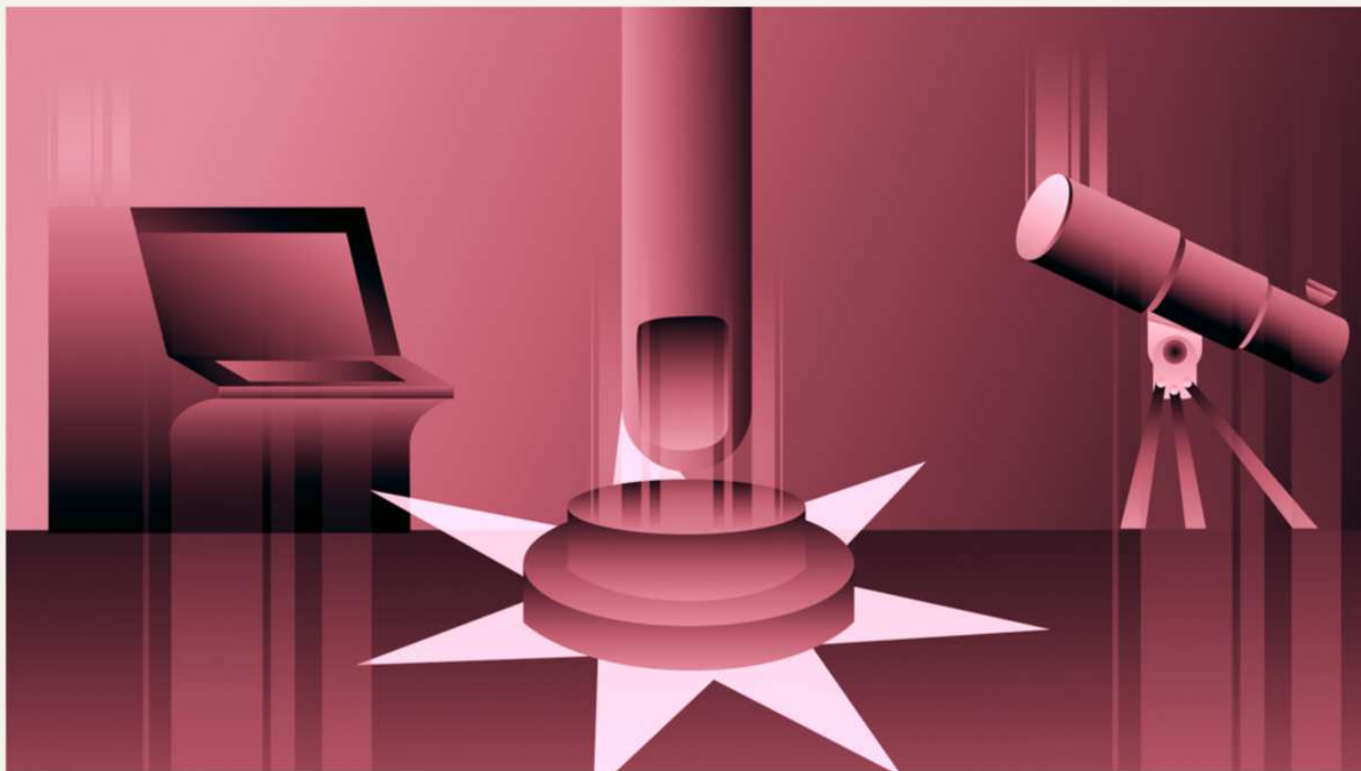
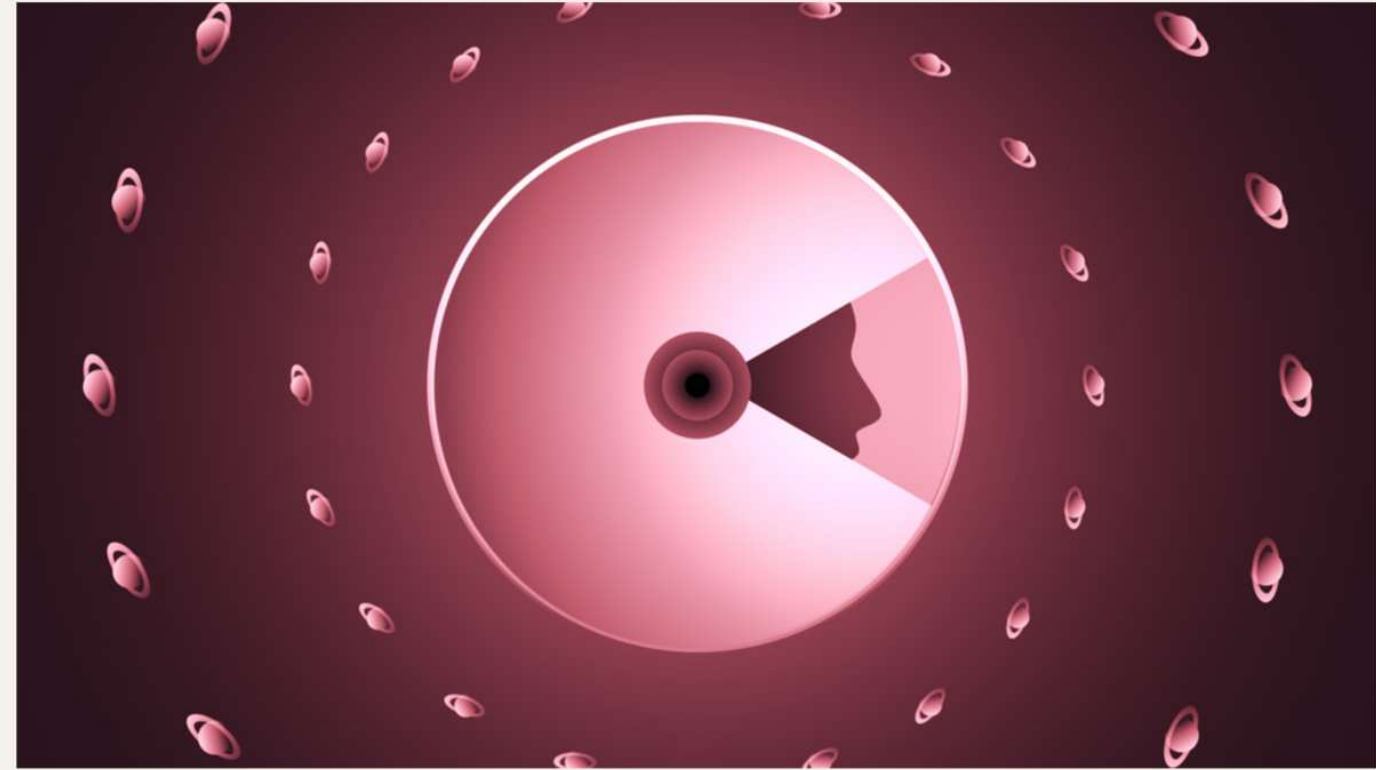
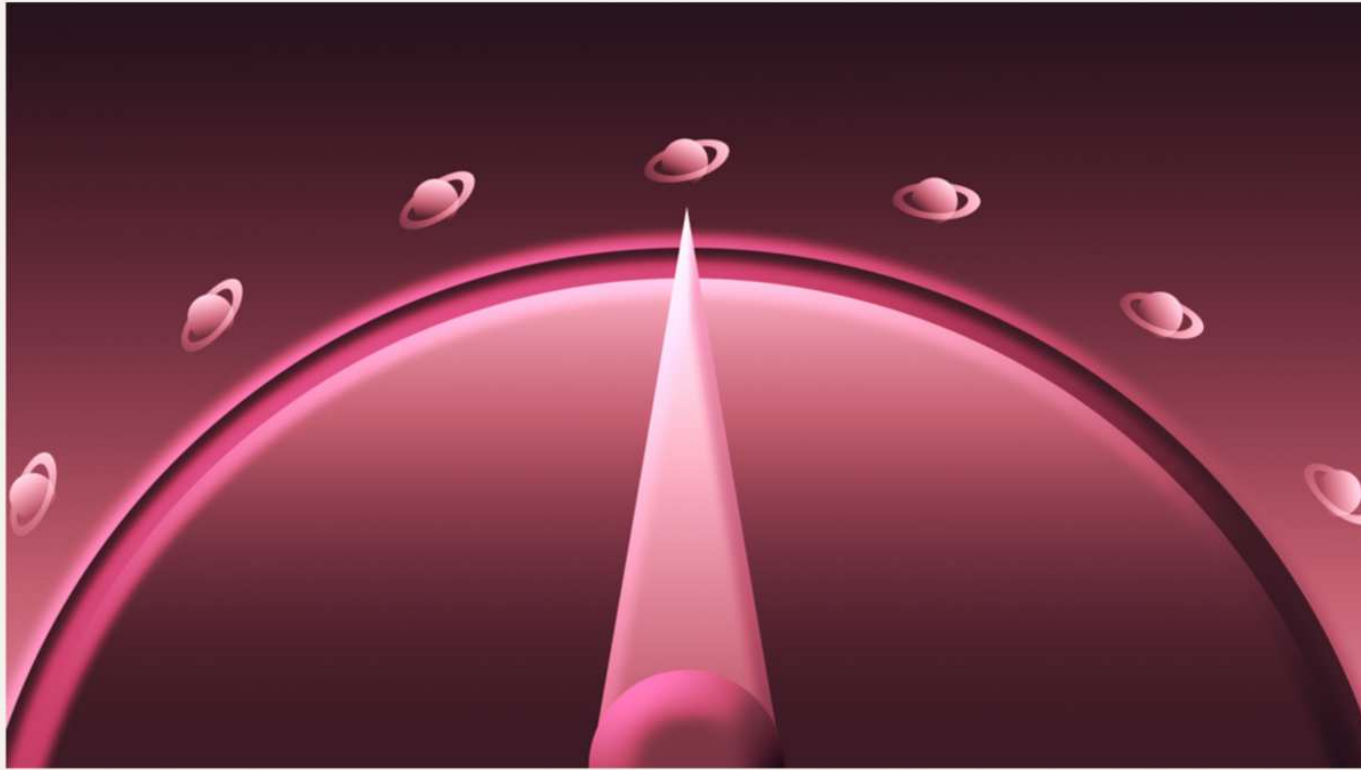
# Opening the email

Match cut with animation principles





3,2,1,GO





Thank you