

Western Technical College

## 10206141 Motion Graphics

### Course Outcome Summary

#### Course Information

<b>Description</b>	Motion Graphics is an integrated course that brings together the worlds of design, sound and movement. Drawing on ideas from graphic design and video production, students will learn how to effectively communicate with a combination of still photographs, video and graphics. Aside from production planning and workflow, students will be introduced to advanced video filters and effects. The class will use compositing and keyframe editing in both 2D and 3D space to create short media pieces for display in television, film or the web. Featuring Adobe After Effects and Apple Motion programs, students will gain a broader understanding of design, movement and the post-production process.
<b>Career Cluster</b>	Arts, A/V Technology and Communications
<b>Instructional Level</b>	Associate Degree Courses
<b>Total Credits</b>	3.00

#### Textbooks

*After Effects Apprentice: Real World Skills for the Aspiring Motion Graphics Artist*. 4th Edition. Copyright 2016. Meyer, Chris and Trish Meyer. Publisher: Taylor & Francis. **ISBN-13**: 978-1-138-64308-6. Required.

#### Core Abilities

1. **Apply mathematical concepts.**
2. **Demonstrate ability to think critically.**
3. **Demonstrate ability to value self and work ethically with others in a diverse population.**
4. **Transfer social and natural science theories into practical applications.**
5. **Use effective communication skills.**
6. **Use technology effectively.**

## **Course Competencies**

- 1. Examine concepts of motion and design.**
- 2. Break down a project to reproduce basic effects from other media.**
- 3. Create appropriate graphics.**
- 4. Use keyframes to transfer elements within a media project.**
- 5. Manipulate visual effects applied to graphics and video.**
- 6. Employ animation presets and plug-ins where appropriate.**
- 7. Produce a 3-D project.**
- 8. Analyze other media for effective use of motion graphics.**
- 9. Select alternative resources for self study (tutorials).**
- 10. Use other tools in combination with motion graphics software.**
- 11. Determine the completion level of projects.**