

Minnesota State University Moorhead

ANIM 366: Motion Graphics

A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: 3

Lab Hours/Week: *.*

OJT Hours/Week: *.*

Prerequisites:

This course requires either of these prerequisite categories

1. FILM 100 - Technical Training: Video Production

Or

2. FILM 172 - Video Production

Corequisites: None

MnTC Goals: None

Continued practical study of interactive 3D, audio, and motion graphic applications used in the multimedia industry. Emphasis is on production processes, game UI, DVD-CD ROM, Web processes.

B. COURSE EFFECTIVE DATES: 03/03/2014 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. 3D Titles.
2. After Effects Introduction.
3. Alpha channels, Masks and Chroma.
4. Audio conversion (AIFF, MP3, WAV, AAC).
5. DVD Studio Pro.
6. Distribution, codecs, compression.
7. Final Cut and Photoshop Filters.
8. Interface Design and Interactivity.
9. Motion Interface.
10. Motion Tracking and Time Remapping.
11. Particle Systems (explosions, energy effects, graffiti, etc.)
12. Writing Expressions.

D. LEARNING OUTCOMES (General)

1. Create basic to complex motion graphic effects using After Effects, Motion, Final Cut and DVD Studio Pro.
2. Understand the complexity of video and time based graphics technology.
3. Perform advanced keying and compositing video layers.
4. Perform 2D and 3D video and graphics keyframing operations.
5. Develop proper video workflow techniques.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted