1. **COURSE ID:** DGME 143    **TITLE:** Motion Graphics
   **Units:** 3.0 units  **Hours/Semester:** 40.0-45.0 Lecture hours; 24.0-27.0 Lab hours; and 80.0-90.0 Homework hours
   **Method of Grading:** Grade Option (Letter Grade or P/NP)
   **Recommended Preparation:**
   > Eligibility for ENGL 838 or ENGL 848
   > or ESL 400.

2. **COURSE DESIGNATION:**
   **Degree Credit**
   **Transfer credit:** CSU

3. **COURSE DESCRIPTIONS:**
   **Catalog Description:**
   > Students will learn how to create motion graphics and special effects to enhance media productions and communicate information. Students will use common software applications to design motion graphics for TV and multimedia. Lessons include key-framing to create motion, and the use of luminance or key effects, such as green screen.

4. **STUDENT LEARNING OUTCOME(S) (SLO'S):**
   Upon successful completion of this course, a student will meet the following outcomes:
   1. Demonstrate understanding of the software interface and its functions.
   2. Demonstrate creation of a composite image.
   3. Demonstrate basic text animation for TV production.
   4. Demonstrate ability to use key-framing in motion graphics.

5. **SPECIFIC INSTRUCTIONAL OBJECTIVES:**
   Upon successful completion of this course, a student will be able to:
   1. Identify and describe the components of the software interface and their functions
   2. Demonstrate compositing and masking
   3. Demonstrate rotoscoping
   4. Demonstrate text animation
   5. Demonstrate keying and motion tracking

6. **COURSE CONTENT:**
   **Lecture Content:**
   - Purpose of motion graphics
     - Motion graphic techniques
     - Motion graphics in various media
     - Communicating information in graphic form
   - Designing effective informational graphics
     - Designing effective graphics
     - Full screen graphics: charts, graphs, statistics, weather
     - Presenting maps and detailed graphics
     - Animating text
   - Add motion to text
     - Keyframes and animation
     - Manipulating size, rotation, direction, speed, etc.
     - The timeline
     - Fonts, motion, and readability
     - Rendering
   - Keying
     - Keying tools
     - Common uses of keying in popular media
     - Luma key and chroma key
     - Keying effects

- Motion Graphics Software
    - Exporting to the proper formats for various media

**Lab Content:**

Lab time will be completed in Digital Media Center, where students will apply their learning by demonstrating the design to production phases and integration with appropriate software.

Students will complete lab exercises and assignments that reinforce the lecture material along with strengthening their skills utilizing the appropriate software.

7. **REPRESENTATIVE METHODS OF INSTRUCTION:**
   Typical methods of instruction may include:
   A. Lecture
   B. Lab
   C. Activity
   D. Critique
   E. Discussion
   F. Guest Speakers
   G. Observation and Demonstration
   H. Other (Specify): Lecture - introduces students to new material and theory-based topics Demonstrations - to show hands-on use of equipment and applications Lab - allows students to work with equipment and applications with instructor supervision

8. **REPRESENTATIVE ASSIGNMENTS**
   Representative assignments in this course may include, but are not limited to the following:
   **Writing Assignments:**
   - Forums
   - Assignments
   - Homework
   - Reflection Paper
   - Mid Term
   - Final
   **Reading Assignments:**
   Required Textbook Assignments

9. **REPRESENTATIVE METHODS OF EVALUATION**
   Representative methods of evaluation may include:
   A. Class Participation
   B. Class Work
   C. Exams/Tests
   D. Group Projects
   E. Homework
   F. Lab Activities
   G. Oral Presentation
   H. Papers
   I. Portfolios
   J. Projects
   K. Quizzes
   L. Written examination
   M. Quizzes - to test retention of theory based topics Project evaluation - to test proficiency with equipment and software Projects/Assignments to text retention of basic concepts Reflection Paper - students reflection of what they learned

10. **REPRESENTATIVE TEXT(S):**
    Possible textbooks include:
    A. Ian Crook, Peter Beare. *Motion Graphics: Principles and Practices from the Ground Up (Required Reading Range*, First ed. Fairchild Books, 2016

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