

COURSE OUTLINE: GRD305 - MOTION GRAPHICS

Prepared: Terry Hill and David Patterson Approved: Sherri Smith, Chair, Natural Environment, Business, Design and Culinary

Course Code: Title GRD305: MOTION GRAPHICS Program Number: Name 1994: DIGITAL MEDIA Department: GRAPHIC DESIGN Semesters/Terms: 15F Course Description: Graphic designers, especially those employed in the broadcast design industry or developing myoing graphics. For Web-based solutions will benefit from this course. This studie course introduces the student to the world of moving graphics. Through experimentation and experimentation and experimentation and experimentation and experimentation and movement impacts both type, imagery and understanding and interpretation. A variety of movement impacts both type, imagery and theory prography and how movement impacts both type, imagery and theory prography and how movement impacts both type, imagery and theory of everimentation and excerption students will be used to manipulate text and imagery in a moving environment. Expertise in the concepts involved in presenting image-based to typography and how movement impacts both type. Imagery and theory prography and how movement impacts both type. Imagery and theory prography and how movement impacts both type. Imagery and theory prography and how movement impacts both type. Imagery and theory prography and how movement impacts both type. Imagery in a moving environment. Expertise in the concepts involved in presenting image-based to typography and how movement impacts both type. Imagery and theory prography and how movement impacts both type. Imagery in a moving environment. Expertise in the concepts involved in presenting image-based to typography. Justration and type. Imagery in a moving environment. Expertise in the concepts involved in presenting image-based to typography. Imagery in a soning environment. Expertise in theconcepts in the course.					
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	EES 2	Respond to written, communication.	spoken, or visual messages in a manner that ensures effective			
	EES 3 Execute mathematical operations accurately.					
	EES 6					
	EES 7 Analyze, evaluate, and apply relevant information from a variety of sour					
	EES 8	EES 8 Show respect for the diverse opinions, values, belief systems, and contributions of others.				
	EES 9	EES 9 Interact with others in groups or teams that contribute to effective working relationships and the achievement of goals.				
	EES 10	Manage the use of	time and other resources to complete projects.			
	EES 11	Take responsibility	for ones own actions, decisions, and consequences.			
Course Evaluation:	Passing	Grade: 50%, D				
Other Course Evaluation & Assessment Requirements:	Lates: An assignment is considered late if it is not submitted at the time and date specified by the instructor. Maximum grade for a late assignment is C. Fail: A fail grade (F) is assessed to an assignment which has not been executed to a minimum satisfactory D grade level or in which the directions have not been followed correctly.					
	 A failed assignment must be entirely redone or corrected according to the instructor's specific instructions and resubmitted within a timeframe specified through immediate discussion with the professor. Maximum grade for a failed assignment is C. Attendance: Significant learning takes place in the classroom setting through an interactive learning approach, therefore students are expected to attend all classes and inform the instructor of an anticipated absence. Attendance is mandatory for this course to ensure the course requirements and objectives are met. A total absence of 3 classes for the semester will be tolerated. After 3 absences penalties will take effect, an additional 10% will be deducted from the final grade for this course per class missed. 					
	i.e. 4 classes missed = 10% deduction from final grade 5 classes missed = 20% deduction from final grade					
Course Outcomes and Learning Objectives:	Course	Outcome 1	Learning Objectives for Course Outcome 1			
		fy design problems, J document design s.	 1.1 Use provided documentation structure to document design problem statements and development of projects. 1.2 Develop a project plan to guide design research and creativity. 1.3 Demonstrate an ability to follow plan to achieve creative solutions, document design process and record sources for design research. 1.4 Demonstrate an ability to defend design solutions by communicating a design rationale for any design project. 1.5 Demonstrate an ability to include user testing methods asrequired in design process and document the results. 			

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	Course Outcome 2	Learning Objectives for Course Outcome 2			
	2. Application of graphics to animation.	 2.1 Utilize vector, raster and typographic elements in a production. 2.2 Demonstrate an ability to utilize software to produce an animated project. 			
	Course Outcome 3	Learning Objecti	Learning Objectives for Course Outcome 3		
	3. Develop and implement solutions to design / typographic problems based upon research results.	 3.1 Demonstrate analytical ability in problem solving re: design parameters and limitations. 3.2 Render all preliminary studies (thumbnails, layouts, comprehensives) and final presentations using appropriate degrees of detail and quality. 3.3 Demonstrate an ability to use typography effectively in design solutions. 3.4 Demonstrate an ability to use storyboarding skills to plan projects. 			
	Course Outcome 4	Learning Objecti	Learning Objectives for Course Outcome 4		
	4. Demonstrate an ability to document all stages of the design process.	 4.1 Demonstrate an ability to cite resources properly according to supplied formats. 4.2 Demonstrate the ability to use design research information to direct a creative solution to a design problem. 4.3 Demonstrate the use of storyboarding and rendering skills to pitch an idea on a project for approval. 			
	Course Outcome 5	Learning Objectives for Course Outcome 5			
	5. Create motion graphics to communicate concepts.	5.1 Demonstrate an ability to develop appropriately timed motion graphics to communicate concepts.5.2 Demonstrate an ability to employ a mixture of vector graphics and raster graphics in a final design solution.			
	Course Outcome 6	Learning Objectives for Course Outcome 6			
	6. Apply appropriate, effective, and professional practices in the classroom studio setting.	 6.1 Demonstrate organizational skills such as scheduling, prioritizing, planning, and time management. 6.2 Demonstrate the ability to work within project restrictions and time limitations. 6.3 Make effective design presentations, as per instructor specifications, regarding directions and quality. 			
Evaluation Process and Grading System:	Evaluation Type E	Evaluation Weight	Course Outcome Assessed		
		00%			
Date:	June 22, 2018				
	Please refer to the course ou information.	tline addendum on	the Learning Management System for furthe		

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