



COURSE OUTLINE: GRD405 - MOTION GRAPHICS 2

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Approved: Bob Chapman - Dean

Course Code: Title	GRD405: MOTION GRAPHICS 2
Program Number: Name	1094: DIGITAL MEDIA
Department:	GRAPHIC DESIGN
Academic Year:	2025-2026
Course Description:	This course will build upon skills learned using a variety of industry standard software applications. Students will be required to identify the distinct advantages of both vector and raster-based graphic formats pertaining specifically to animation. Students will also develop more advanced skills pertaining to animation for the Web, and animation for broadcast production using industry standard methods of producing animation.
Total Credits:	3
Hours/Week:	3
Total Hours:	63
Prerequisites:	GRD305
Corequisites:	There are no co-requisites for this course.
Vocational Learning Outcomes (VLO's) addressed in this course:	1094 - DIGITAL MEDIA VLO 1 Conceptualize and develop design solutions using principles of design to create visual communications that meet the needs of the project. VLO 2 Employ the design process to create design solutions that meet the project objectives and the needs of the client and/or user. VLO 3 Plan, create and use photography, illustration and typography in design layouts to meet the requirements of the creative brief. VLO 4 Design, develop and create a variety of media products using relevant, current and/or emerging technologies. VLO 5 Communicate ideas, design concepts and opinions clearly and persuasively to others. VLO 6 Use recognized industry practices throughout the design process and related business tasks. VLO 7 Plan, implement and evaluate graphic design projects using project management skills to deliver quality work to clients according to schedule and within budget. VLO 8 Complete all work in a professional and ethical manner and in accordance with all applicable legislation and regulations.
Essential Employability Skills (EES) addressed in this course:	EES 1 Communicate clearly, concisely and correctly in the written, spoken, and visual form that fulfills the purpose and meets the needs of the audience. EES 2 Respond to written, spoken, or visual messages in a manner that ensures effective communication.



- EES 3 Execute mathematical operations accurately.
- EES 4 Apply a systematic approach to solve problems.
- EES 5 Use a variety of thinking skills to anticipate and solve problems.
- EES 6 Locate, select, organize, and document information using appropriate technology and information systems.
- EES 7 Analyze, evaluate, and apply relevant information from a variety of sources.
- EES 8 Show respect for the diverse opinions, values, belief systems, and contributions of others.
- 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

A minimum program GPA of 2.0 or higher where program specific standards exist is required for graduation.

Other Course Evaluation & Assessment Requirements:

Attendance & ProfessionalismSault College is committed to student success. There is a direct correlation between academic performance and class attendance. This implies arriving on time and remaining for the duration of the scheduled session, as well as returning from scheduled breaks on time.

By enrolling in and attending this program of study, it is assumed that students are willing to prioritize their education over many other activities in their lives. It is therefore unacceptable for a student to assume that other commitments (such as work) will excuse them from not attending classes or handing in submissions on time. It is the student's responsibility to manage their school/life balance, and to catch-up on any topics or instructions they might have missed. It is not the instructor's responsibility to re-teach lessons to absent students, or to those who are not participating in the learning process (ex. doing work for other classes or playing video games).

It is expected that students will not distract others from learning and will maintain an appropriate level of respect and professionalism toward their classmates, their instructor, and the learning process.

Assignment/Project Submissions & Late PolicyAn assignment or project (hereafter referred to as assignment) will be considered submitted only if it meets all the requirements specified in the assignment's outline, which is to be made available to students when the assignment is introduced.

An assignment is considered late if it is not submitted by the date & time posted in the assignment's requirements, The time of submission is determined by the assignment's LMS dropbox time stamp. Late submissions will incur the following grade penalties: 10% deduction (from total score) per day, up to a total possible deduction of 50% from total score.

ex.1: 80/100, one day late = 70/100

ex.2: 80/100, five (or more) days late = 30/100

There are a few possible exceptions to the submission policies listed above:

- 1) The student has received specific permission from an instructor, in advance, to omit an assignment from the grade tally. (ex. a student is participating in program-related out-of-class activities).
- 2) The student has attended an official counselling session, from which they have



received a verifiable recommendation to override the standard submission policies.3) The student has experienced a personal or family emergency. In such a case, the student will have to notify the instructor as soon as possible, and may be required to attend an official counselling session in order to override the standard attendance/submission policies.

Review MeetingsStudents will often be required to attend one-on-one review meetings with the instructor as part of the course. These will normally occur during regular class times. Students will arrange a specific meeting time with the instructor ahead of time. If a student misses their scheduled meeting time, they will incur a grade penalty. Also, the student would be responsible for arranging a new meeting time with the instructor.

Personal Computers

Many of the tasks performed in the program are completed using computers. The college has computer stations available that include all of the software required to fulfill the needs of the student’s school work. However, students may choose to use their own computers (either laptops or home computers) to complete the work. If they choose to do so, it is their responsibility to ensure that their computer is functioning properly and is capable of running the required software. While a malfunctioning college lab computer or network may be a valid excuse for a late submission, a malfunctioning personal computer or network will not.

Production Policy Regarding Use of Prop Weapons in Student ProductionsThe depiction of violent weapons is not permitted in any student film production regardless of how it is being used, even if it is simply a part of a costume. In the event that a student, or group of students, films a scene that includes a weapon which was not in the final approved script, it could result in an automatic failure for the project. A violent weapon is considered to be any type of gun, knife, sword, cross bow, bow and arrows, hatchet, rocket launcher, tank, etc.

Course Outcomes and Learning Objectives:

Course Outcome 1	Learning Objectives for Course Outcome 1
1. Design and produce effective animated design solutions demonstrating advanced level skills using raster-based software.	1.1 Use advanced layer masking techniques in Adobe Photoshop to create industry standard imagery for animation. 1.2 Demonstrate the ability to select and save detailed image areas using Adobe Photoshop. 1.3 Demonstrate the ability to use advanced layer masking and channel selections to create animations.
Course Outcome 2	Learning Objectives for Course Outcome 2
2. Design and produce advanced animated design solutions through the integration of vector-based software with raster-based software.	2.1 Create professional level imagery for animation utilizing the vector drawing capabilities of Adobe Creative Suite software. 2.2 Create professional level imagery for animation utilizing the raster image editing capabilities of Adobe Creative Suite software. 2.3 Combine both vector and raster imagery to create an animated design solution utilizing the animation capabilities of Adobe Creative Suite software.
Course Outcome 3	Learning Objectives for Course Outcome 3
3. Develop complex design animated projects using advanced level software techniques in the most efficient software packages.	3.1 Demonstrate the ability to plan and execute a complex animated design solution that objectively utilize the most effective software package. 3.2 Adapt print imagery for digital animations. 3.3 Develop more advanced skills in the use of Adobe Creative Suite software for the production of web and broadcast

		animations by adapting print-based imagery to digital.				
	Course Outcome 4	Learning Objectives for Course Outcome 4				
	4. Present and communicate advanced animation techniques to a group of peers.	4.1 Develop presentations that will demonstrate the understanding of a unique animation technique. 4.2 Develop the ability to effectively explain techniques to others.				
	Course Outcome 5	Learning Objectives for Course Outcome 5				
	5. Design and produce effective animated design compositions utilizing broadcast animation and editing software.	5.1 Identify the main differences between using Adobe AfterEffects and Adobe Flash for animation. 5.2 Create a simple animated broadcast composition using Adobe Creative Suite software. 5.3 Utilize the title editor and motion control settings in appropriate software to create typographical animations. 5.4 Assemble and render animations in appropriate software.				
Evaluation Process and Grading System:	<table border="1"> <thead> <tr> <th>Evaluation Type</th> <th>Evaluation Weight</th> </tr> </thead> <tbody> <tr> <td>Assignments and Projects</td> <td>100%</td> </tr> </tbody> </table>		Evaluation Type	Evaluation Weight	Assignments and Projects	100%
Evaluation Type	Evaluation Weight					
Assignments and Projects	100%					
Date:	December 19, 2025					
Addendum:	Please refer to the course outline addendum on the Learning Management System for further information.					