

CUMBERLAND COUNTY COLLEGE

Course: CG 112 Introduction to Motion Graphics

Credits: 3

Prerequisites

None

Description

Introduction to Motion Graphics provides students with an understanding of the principles of time-based art: sequence, movement, timing, and narrative. Graphic design students will apply their graphic foundation into the spatial and temporal conditions of two-dimensional design. Students will work primarily in industry standard software, where they will control the relationship type and image in computational form. Traditional methods of conceptualization and visual process are emphasized. Extensive computer work is involved. Depending on the instructor and time, three-dimensional animation (Form-Z, Electric Image) may be explored. Pre-requisite: CG 110

Learning Outcomes

After the completion of this course, students should be able to:

- Identify and describe principles of time based art: sequence, movement, timing, and narrative
- Identify and describe industry standard animation programs, including Adobe After Effects
- Develop a working vocabulary of two-dimensional animation and critical perspective
- Develop technological skills and craft in executing solutions
- Apply the design process to two-dimensional animation from the sketching process to final execution
- Apply critical thinking in group and individual critique situations

Topical Outline

- Narrative, Message and Form
- Program: *After* Effects essentials
- Using images in After Effects
- Creating type in motion and timing
- Creating .sound and sound research
- Program: Sound Edit Essentials
- Editing sound
- Storyboarding and sketching
- Using type motion to express idea/meaning
- Using type motion and sound
- Motion production
- Production problems
- Bending Work for presentation

Required Texts and Other Materials

Adobe Flash CS6 Professional Classroom in a Book by Adobe Creative Team: Adobe Press, 2012.

Student Assessment

10% Written explanation of final project
40% Execution of Final project
10% Final verbal presentation
30% Concept Exercises
10% Attendance

Evaluation for this course will be based on participation with an intention to learn and produce significant work that will demonstrate the objectives of this course. A working understanding of concepts presented in class, designed responses to assignments, effectiveness and depth of process, active participation in critiques, workshops and discussions, craft and presentation will all contribute to the final evaluation.

Academic Integrity

Plagiarism is cheating. Plagiarism is presenting in written work, in public speaking, and in oral reports the ideas or exact words of someone else without proper documentation. Whether the act of plagiarism is deliberate or accidental [ignorance of the proper rules for handling material is no excuse], plagiarism is, indeed, a “criminal” offense.

As such, a plagiarized paper or report automatically receives a grade of **ZERO** and the student may receive a grade of **F** for the semester at the discretion of the instructor.

Available Resources

If you are having difficulty with work in this class, tutoring is available through the Success Center. If you think that you might have a learning disability, contact Project Assist at 856.691.8600, x1282 for information on assistance that can be provided to eligible students.

(List availability of open labs and/or writing center)

Before Withdrawing From This Course

If a student experiences adverse circumstances while enrolled in this course and considers withdrawing, s/he should see an advisor (division or advisement center) **BEFORE** withdrawing from the class. A withdrawal may cause harmful repercussions to completion rate standards and overall GPA which can limit or eliminate future financial aid in addition to causing academic suspension.