



Course Description

GRA2162C | Motion Design 2 | 4.00 credits

The student will master the leading motion design software's interface and tools to create animated advertisements, broadcast graphics and title sequences in this intermediate-level course. This course presents the fundamentals of good design and creatively applying those basic principles to produce a 30 second animated piece. Projects include knowledge of outputting and formatting final files for Film, TV and Web application environments for client delivery. Prerequisite: GRA1753.

Course Competencies:

Competency 1: The student will prepare intermediate-level animated projects by:

1. Developing storyboards and style frames for animated sequences
2. Preparing 2D and 3D graphics, lighting, and textures for animated sequences
3. Creating animatics for animated sequences

Competency 2: The student will produce intermediate-level animation by:

1. Control temporal and spatial timing in animation projects
2. Producing 3-D models based on vectors and splines
3. Applying advanced camera movements
4. Implementing audio files into an animation

Competency 3: The student will output intermediate-level animation by:

1. Compressing files in standard formats for print, web, or video environments
2. Controlling render passes for compositing

Learning Outcomes:

- Communicate effectively using listening, speaking, reading, and writing skills
- Solve problems using critical and creative thinking and scientific reasoning
- Use computer and emerging technologies effectively
- Demonstrate an appreciation for aesthetics and creative activities