Course Outline for GDDM 71

MOTION GRAPHICS WITH AFTER EFFECTS

Effective: Fall

I. CATALOG DESCRIPTION:
GDDM 71 — MOTION GRAPHICS WITH AFTER EFFECTS — 3.00 units

Learn how to create, manipulate, and optimize motion graphics for film, video, DVD, the web, and mobile devices. Gain hands-on experience animating text and images, customizing a wide range of effects, tracking and syncing content, rotoscoping, and correcting color.

1.50 Units Lecture 1.50 Units Lab

Grading Methods:

Discipline:

	MIN
Lecture Hours:	27.00
Lab Hours:	81.00
Total Hours:	108.00

II. NUMBER OF TIMES COURSE MAY BE TAKEN FOR CREDIT: 1

III. PREREQUISITE AND/OR ADVISORY SKILLS:

IV. MEASURABLE OBJECTIVES:
Upon completion of this course, the student should be able to:

V. CONTENT:
A. Getting to know the After Effects workflow
B. Creating a basic animation using effects and presets
C. Animating text
D. Working with shape layers
E. Animating a multimedia presentation
F. Animating Layers
G. Working with Masks
H. Distorting Objects with the Puppet Tool
I. Using the Roto Brush Tool
J. Performing Color Correction
K. Advanced Editing Techniques
   1. Warp Stabilizer
   2. Bicubic scaling
   3. Single point motion tracking
   4. checking for drift
   5. moving and resizing track points
   6. using multipoint tracking
   7. creating particule simulation
L. Rendering and Outputting

VI. METHODS OF INSTRUCTION:

VII. TYPICAL ASSIGNMENTS:

VIII. EVALUATION:
A. **Methods**

B. **Frequency**

IX. TYPICAL TEXTS:

X. OTHER MATERIALS REQUIRED OF STUDENTS: