

ART 211AM : ANIMATION: MOTION GRAPHICS

Transcript title

Animation: Motion Graphics

Credits

4

Grading mode

Standard letter grades

Total contact hours

50

Lecture hours

30

Other hours

20

Prerequisites

ART 111AM.

Recommended preparation

ART 101AM; ART 112AM; ART 113AM; ART 141; and ART 142.

Course Description

Builds on technical skills gained in ART 111AM and ART 113AM. Explores digital motion design and animation. Emphasizes time-based composition, visual engagement, and compositing. Repeatable for credit.

Course learning outcomes

1. Examine key milestones, figures, studios, and examples in history of motion design and animation.
2. Combine principles of animation and elements and principles of design in time-based formats.
3. Demonstrate kinetic typography as a technical element in animation.
4. Understand node-based network setups and procedural workflows.
5. Implement file management and scene assembly used in collaborative industry production environments.
6. Apply media-specific terminology to receive and provide feedback.

Content outline

1. Motion design with awareness of narrative conventions, genres and cultural context
2. Compositing strategies
3. Kinetic typography
4. Node-based networks
5. Procedural animation: particle systems and recursive visual complexity
6. Constructive critique, giving and receiving feedback between instructor and classmates

Required materials

Students will need to provide specific materials used in this course, which may include textbook or other course reading documents; please see the syllabus for a detailed list.

General education/Related instruction lists

- Arts and Letters