

DMD C122: MOTION GRAPHICS (AFTER EFFECTS)

Item	Value
Curriculum Committee Approval Date	12/09/2022
Top Code	061400 - Digital Media
Units	3 Total Units
Hours	54 Total Hours (Lecture Hours 54)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	No
Basic Skills	Not Basic Skills (N)
Repeatable	No
Open Entry/Open Exit	No
Grading Policy	Standard Letter (S), • Pass/No Pass (B)

Course Description

This project-based course introduces fundamental techniques used to integrate text, graphics, sound, video, and 2D/CG animation into video projects. Students learn the skills used to create compelling digital effects and motion graphics to enhance storytelling and bring a new dimension to the finished video. Enrollment Limitation: DGA C122; students who complete DMD C122 may not enroll in or receive credit for DGA C122. Transfer Credit: CSU.

Course Level Student Learning Outcome(s)

1. Based on specified client/customer criteria, create a professional-looking finished composite video project that includes still graphics, video, text, masks, 3D effects, and basic animation that can be exported in various formats.

Course Objectives

- 1. Create a video composite on a timeline utilizing keyframes and anchor points.
- 2. Create and import masks, layer masks, and backgrounds from Photoshop.
- 3. Use blending modes to correct color, lighting, and sharpness in video footage and still images.
- 4. Implement the basics of rotoscoping to composite a video.
- 5. Integrate text, graphics, sound, video, 2D/3D animations and effects into a video composition.

Lecture Content

Exploring After Effects Workspace Composite Tools Importing Footage Exporting Compositions Basic Animations Creating and Editing Compositions Layer Effects and Transparency Rendering Compositions Animating Text Creating/Formatting Text Groups Keyframes, Tracking, and Scaling Path Animation Working with Shape Layers Creating and Editing Shape Layers Title Bars Animating Multimedia Presentations Parenting, Anchor Points and Masking (Vector Shapes) Keyframing Motion Paths Adding Audio Track Distorting Objects with the Puppet Tools Adding Deform Pins Defining Overlaps and Stiffening and Area

Recording Animation Keying and Color Correction Color Difference Key Effect and Mask, Matte, Contrast and Animated Logos Replacing Elements of the Shot Building and Animating a 3d Object Animating in a 3d Space Shadows, Adding Cameras, 3d Text, and Animated Spheres Using 3d Lights Advanced Editing Techniques Motion Stabilization and Tracking Effects (Timewarp) Rendering and Outputting Create Templates for Rendering Process and Output Modules Various Output Media

Method(s) of Instruction

- Lecture (02)
- DE Online Lecture (02X)

Instructional Techniques

A variety of instructional techniques will be employed to encompass different student learning styles. These may include, but are not limited to, lecture, discussion, projects, and small group activities. Instruction will be supplemented, where appropriate, by digital media presentations and resources, guest speakers, and field trips.

Reading Assignments

Students will complete reading assignments from the textbook, supplemental readings, handouts, Internet resources, and any assignments from Coastline's Library.

Writing Assignments

Weekly written responses to specific topics and peer critiques.

Out-of-class Assignments

Weekly projects demonstrating skills acquired and develop a self-designed project.

Demonstration of Critical Thinking

Planning storyboards, revising, troubleshooting discrepancies and applying skills learned in authentic projects.

Required Writing, Problem Solving, Skills Demonstration

Weekly topic written responses and critiques, and also creating reports concerning troubleshooting discrepancies in video compositions from samples, especially when exporting various movie formats.

Eligible Disciplines

Graphic arts (desktop publishing): Any bachelor's degree and two years of professional experience, or any associate degree and six years of professional experience.

Textbooks Resources

1. Required Adobe. Adobe After Effects CC Classroom in a Book (2019 Release), 1st ed. 9780135298640: Adobe, 2019

Other Resources

1. Coastline Library