

MESABI RANGE COLLEGE

Course Outline

Course Title: Motion Graphics

Submitted By: Paul
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Semester Course Prefix and Number: GRAP 1257

Approval Date:

Old Quarter Course Prefix and Number:

Revision Date: NOV 2014

Number of Credits: 3

Number of Lecture Credits: 1

Semester(s) Offered:

Number of Lab Credits: 2 Number of Lab Hours: 4

Class Size: 22

Number of Studio/Demonstration/Internship Credits:

Negotiated by AASC on:
(date)

Course Purpose Code:

_____ 0 – Developmental Courses

_____ 1 – Non-transferable

 x 2 – Technical course related to career programs

_____ 3 – College course which has the primary goal of applying certain concepts (e.g. vocal ensemble)

_____ 4 – Other college course not considered a part of MNTC (e.g. computer science, health, physical education)

_____ 5 – Course which is intended to fulfill the Minnesota Transfer Curriculum (MNTC) requirements or intended for transfer.

_____ 9 – Continuing Education/Customized Training specialized credit course (not occurring in 0-5)

Catalog Description: In this course students will learn the fundamentals of motion graphics and quickly move into compositing and keying. The course will also cover animation, motion graphic design, visual effects, and be introduced to the world of 3D.

Prerequisites and/or recommended entry skills/knowledge:

Course Prerequisite(s):

Reading Prerequisite:

Composition Prerequisite:

Mathematics Prerequisite:

Career Programs and Transfer Majors Accessing this Course:

Minnesota Transfer Curriculum Goal(s) partially met by this course if applicable:

(Notes: No more than two goals may be met by any one course. AASC review and the Chief Academic Officer's approval are required.)

0. x None

1. _____ Communications

2. _____ Critical Thinking

3. _____ Natural Sciences

4. _____ Mathematical/Logical Reasoning

5. _____ History and the Social and Behavioral Sciences

6. _____ The Humanities and Fine Arts

7. _____ Human Diversity

8. _____ Global Perspectives

9. _____ Ethical and Civic Responsibility

10. _____ People and the Environment

Learning Outcomes: (including any relevant competencies listed in the Minnesota Transfer Curriculum)

Upon completion of this course, the student will be able to:

1. Demonstrate an understanding of Motion or similar software.
2. Perform building a composite.
3. Create animation with behaviors.
4. Use animation with key frames.
5. Practice creating content with shapes, generators, and paint strokes.

Student Assessment Methods:

- Practical applications
- Written work
- Lab assignments

Use of Instructional Technology: (includes software, interactive video and other instructional technologies):

iMac, FCX software, Motion software, compressor, digital cameras, other

Additional Special Information: (special fees, directives on hazardous materials, etc.)

Transfer Information: (Please list colleges/majors that accept this course in transfer.)

Bemidji State University and University of Minnesota Duluth BFA

Affiliated Mesabi Range College Courses and Programs:

Approvals:

Body	Representative Signatures	Date
Faculty Association		
Academic Affairs Standards Committee		
Chief Academic Officer		

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