## Course Outline

<table>
<thead>
<tr>
<th>Course Title:</th>
<th>Motion Graphics</th>
<th>Submitted By:</th>
<th>Paul McLaughlin</th>
</tr>
</thead>
<tbody>
<tr>
<td>Semester Course Prefix and Number:</td>
<td>GRAP 1257</td>
<td>Approval Date:</td>
<td></td>
</tr>
<tr>
<td>Old Quarter Course Prefix and Number:</td>
<td></td>
<td>Revision Date:</td>
<td>NOV 2014</td>
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<table>
<thead>
<tr>
<th>Number of Credits:</th>
<th>3</th>
<th>Number of Lecture Credits:</th>
<th>1</th>
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<tbody>
<tr>
<td>Semester(s) Offered:</td>
<td></td>
<td>Number of Lab Credits:</td>
<td>2</td>
</tr>
<tr>
<td>Class Size:</td>
<td>22</td>
<td>Number of Lab Hours:</td>
<td>4</td>
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### Course Purpose Code:
- **0** – Developmental Courses
- **1** – Non-transferable
- **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 (MNCTC) 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. **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:

<table>
<thead>
<tr>
<th>Body</th>
<th>Representative Signatures</th>
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<tbody>
<tr>
<td>Faculty Association</td>
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<td>Academic Affairs Standards Committee</td>
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<tr>
<td>Chief Academic Officer</td>
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Distribution: Original – Instructional Services
Copies: Transfer Specialist, Originating Faculty Member, Records
Revised: December 2012