



El Camino College
COURSE OUTLINE OF RECORD – Official

Course Acronym:	ART
Course Number:	247A
Descriptive Title:	Intermediate Motion Graphics
Division:	Fine Arts
Department:	Art
Course Disciplines:	Multimedia
Catalog Description:	This course continues studies at the intermediate level in the materials, methods, and techniques of Motion Graphics with an emphasis on increasing proficiency in the creation of digital movies, visual effects, and animation. Emphasis is placed on refining concepts and design skills to produce more advanced portfolio projects for a student reel.
Prerequisite:	Art 147 with a minimum grade of C
Co-requisite:	
Recommended Preparation:	
Enrollment Limitation:	
Hours Lecture (per week):	2
Hours Laboratory (per week):	4
Outside Study Hours:	4
Total Course Hours:	108
Course Units:	3
Grading Method:	Letter Grade only
Credit Status:	Credit, degree applicable
Transfer CSU:	Yes
Effective Date:	Proposed
Transfer UC:	Yes
Effective Date:	
General Education: ECC	
Term:	
Other:	
CSU GE:	
Term:	
Other:	
IGETC:	
Term:	
Other:	

<p>Student Learning Outcomes:</p>	<p>SLO #1 Keyframing</p> <p>Students will be able to apply keyframing at the intermediate level to manipulate audio and visual effects to still images and footage in an industry standard motion graphics software program.</p> <p>SLO #2 Storyboards and Animatics</p> <p>Students will be able to pre-visualize motion concepts using storyboards to create an intermediate level animatic with sound for a motion graphics project</p> <p>SLO #3 Apply Animation Principle</p> <p>Students will be able to apply animation principles and design concepts at the intermediate level in a motion graphics project.</p>
<p>Course Objectives:</p>	<ol style="list-style-type: none"> 1. Apply intermediate motion graphics processes and design principles in the development of an idea through storyboarding and animatics, to finished project. 2. Apply appropriate pacing and continuity within the structure of the animation. 3. Research, evaluate, and critique animations and motion graphics projects based on technique, storytelling, design principles, and timing. 4. Produce a portfolio showcasing semester work at the intermediate level.
<p>Major Topics:</p>	<ul style="list-style-type: none"> I. Previsualization & Storytelling (6 hours, lecture) <ul style="list-style-type: none"> A. Storyboards and Visual Development of Ideas B. Animatics II. Previsualization & Storytelling (12 hours, lab) <ul style="list-style-type: none"> A. Storyboards and Visual Development of Ideas B. Animatics III. Intermediate Level Keyframes (2 hours, lecture) <ul style="list-style-type: none"> A. Principles of timing B. Interpolation, Graph Editor, Separating Dimensions C. Expressions IV. Intermediate Level Keyframes (4 hours, lab) <ul style="list-style-type: none"> A. Principles of timing B. Interpolation, Graph Editor, Separating Dimensions C. Expressions V. Multiple Compositions within a Project (4 hours, lecture) <ul style="list-style-type: none"> A. Parenting B. Pre-comps C. Nesting VI. Multiple Compositions within a Project (8 hours, lab) <ul style="list-style-type: none"> A. Parenting B. Pre-comps C. Nesting VII. Typography in Motion (4 hours, lecture) <ul style="list-style-type: none"> A. Movie titles B. Animated logos C. Station ID

	<p>D. Lower 3rd</p> <p>VIII. Typograpy in Motion (8 hours, lab)</p> <p>A. Movie Titles</p> <p>B. Animated Logos</p> <p>C. Station ID</p> <p>D. Lower 3rd.</p> <p>IX. Typographic Considerations, Examples of Various Work (4 hours, lecture)</p> <p>A. Type and Images</p> <p>B. Live-action and type</p> <p>C. Graphic designers</p> <p>D. Broadcast designers</p> <p>E. Fine art video</p> <p>X. Typographic Considerations, Examples of Various Work (8 hours, lab)</p> <p>A. Type and Images</p> <p>B. Live-action and type</p> <p>C. Graphic designers</p> <p>D. Broadcast designers</p> <p>E. Fine art video</p> <p>XI. 2D and 3D Integration and Software Demonstration (6 hours, lecture)</p> <p>A. Cameras, Light, and Point of Interest</p> <p>B. Coordinate Systems: Composition Space and Layer Space</p> <p>C. 3D Assets and Layer 3D attributes & methods</p> <p>XII. 2D and 3D Integration and Software Practice (12 hours, lab)</p> <p>A. Cameras, Light, and Point of Interest</p> <p>B. Coordinate Systems: Composition Space and Layer Space</p> <p>C. 3D Assets and Layer 3D attributes & methods</p> <p>XIII. Motion Tracking (2 hours, lecture)</p> <p>A. Camera, Face, and Mask Tracking</p> <p>B. Track and Stabilizing Motion</p> <p>XIV. Motion Tracking (4 hours, lab)</p> <p>A. Camera, Face, and Mask Tracking</p> <p>B. Track and Stabilizing Motion</p> <p>XV. Range of Motion Graphics Projects (2 hours, lecture)</p> <p>A. Typographic Motion Design and Designers</p> <p>B. Broadcast Designers</p> <p>C. Fine Art Video</p> <p>D. Live Action</p> <p>E. Commercials</p> <p>XVI. Research in Range of Motion Graphics Projects (4 hours, lab)</p> <p>A. Typographic motion design and designers</p> <p>B. Broadcast designers</p> <p>C. Fine Art Video</p> <p>D. Live Action</p> <p>E. Commercials</p> <p>XVII. Analysis and Evaluation of Professional and Student Projects (6 hours, lecture)</p> <p>XVIII. Analysis and Evaluation of Professional and Student Projects (12 hours, lab)</p>
Total Lecture Hours:	36
Total Laboratory Hours:	72
Total Hours:	108
Primary Method of Evaluation:	3) Skills demonstration

Typical Assignment Using Primary Method of Evaluation:	Create titles for a digital video using cameras and 3-D space.
Critical Thinking Assignment 1:	Beginning with an audio track, create a digital video or animation that keeps time with the rhythm of the audio.
Critical Thinking Assignment 2:	Find a quote from literature and design and produce an animation expressing the meaning of the quote, without actually using words.
Other Evaluation Methods:	Class Performance, Other (specify), Quizzes, Written Homework
Instructional Methods:	Demonstration, Discussion, Lecture, Multimedia presentations, Other (specify)
If other:	Internet Presentation/Resources
Work Outside of Class:	Other (specify), Problem solving activity, Skill practice
If Other:	Work on projects
Up-To-Date Representative Texts:	Jon Krasner. Motion Graphics Design, Applied History and Aesthetics. 3rd ed. Focal Press, 2013. (Discipline Standard)
Alternative Texts:	
Required Supplementary Readings:	
Other Required Materials:	
Requisite:	Prerequisite
Category:	sequential
Requisite course(s): List both prerequisites and corequisites in this box.	ART-147
Requisite and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s).	<p>Apply intermediate motion graphics processes and design principles in the development of an idea through storyboarding and animatics, to finished project.</p> <p>ART 147 -Import still images, sound, and video clips into non-linear editing software and add transitions, layers, and filters.</p> <p>ART 147 -Export digital video clips into editing software for frame by frame manipulation.</p> <p>ART 147 -Apply two-dimensional design concepts such as line, value, texture, pattern, and scale, in conjunction with various compositional strategies to enhance digital videos. Research, evaluate, and critique animations and motion graphics projects based on technique, storytelling, design principles, and timing.</p> <p>ART 147 - Analyze and assess selected commercial and fine art video pieces.</p>
Requisite Skill:	
Requisite Skill and Matching Skill(s): Bold the requisite skill(s). If applicable	
Requisite course:	

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Enrollment Limitations and Category:	
Enrollment Limitations Impact:	
Course Created by:	Joyce Dallal
Date:	10/19/2016
Original Board Approval Date:	11/20/2017
Last Reviewed and/or Revised by:	Eric Holman
Date:	02/22/2024
Last Board Approval Date:	06/17/2024
Effective Term:	FALL 2025