

COMMON COURSE OUTLINE: Course discipline/number/title: ART 2241: Motion Graphics II

A. CATALOG DESCRIPTION

1. Credits: 3 credits/6 contacts
2. Hours/Week: 6
3. Prerequisites (Course discipline/number): ART 2240 and JOUR 1190
4. Co-requisites (Course discipline/number): None
5. MnTC Goals (if any): NA

This course is the second of a two part sequence. Multimedia concepts will be further explored, as they relate to motion graphics. Students will continue to learn professional and industry relevant tools and techniques for creating effective, dynamic animations for various media. Students will create several hands-on projects, which may be incorporated into campus displays.

B. DATE LAST REVISED (Month, year): March, 2008

C. OUTLINE OF MAJOR CONTENT AREAS:

1. Review Art Historical, Audio and Cultural Background for themes used to create narrative content of storylines.
2. Use formal elements of design and visual organization over time to create more complex projects, including narrative and interactive projects.
3. Record and create sound in the context of motion graphics
4. Conceive, plan and execute simple and complex motion graphics projects
5. Continue using Digital Arts compositing and production techniques to sequence animation
6. Project Development and the Work process
 - a) Creative ideation and problem solving, individually and in groups
 - b) Original solutions using historical and cultural context
 - c) Use of both traditional and new media art materials and tools for digital animation
 - d) Exploration of creative solutions
 - e) Critical response and revision of creative work, both individually and in groups
7. Organize and present a portfolio at the end of the semester

D. LEARNING OUTCOMES (GENERAL): The student will be able to:

1. Demonstrate the ability to identify and use the basic visual elements of art in the creation of original art using animation techniques using complex themes, transitions, and editing techniques.
2. Utilize Art and Sound Design principles to create effective narrative and interactive projects.
3. Creatively solve visual and audio problems while demonstrating an awareness of historical and cultural precedent.
4. Strive for individual expression while developing their ability with the media.
5. Critically evaluate work throughout the creative process, using the vocabulary of Art and Design.
6. Articulate an informed personal reaction during group critiques and through writing on art.
7. Organize and present a portfolio of motion graphics work.

E. LEARNING OUTCOMES (MNTC): NA

F. METHODS FOR EVALUATION OF STUDENT LEARNING:

1. Small projects
2. Larger, short term projects
3. Portfolio, long term
4. Short papers (1-2 pages)

G. SPECIAL INFORMATION (if any): None