

Course discipline/number/title: ART 2240: Motion Graphics I

- A. CATALOG DESCRIPTION
1. Credits: 3
  2. Hours/Week: 1 lecture, 4 lab
  3. Prerequisites (Course discipline/number): None
  4. Other requirements: None
  5. MnTC Goals (if any): NA
- B. COURSE DESCRIPTION: This course introduces the fundamentals of animation, visual effects, and cinematic techniques to create motion graphics. Students will explore the tools and principles of creating effective motion graphics assets and projects.
- C. DATE LAST REVISED (Month, year): February, 2023
- D. OUTLINE OF MAJOR CONTENT AREAS:
1. Elements and Principles of Design
  2. Overview of the foundations of animation & motion graphics
  3. Synthesizing of motion graphic assets and projects
  4. Critical analysis of motion graphics
  5. Visual problem Solving
- E. LEARNING OUTCOMES (GENERAL): The student will be able to:
1. Utilize the Elements of Art, Principles of Design, and Motion Graphics Assets to create motion work that visually communicates ideas and information.
  2. Demonstrate fundamental technical skills in the creation and presentation of motion design.
  3. Develop unique and innovative solutions using conceptual thinking.
- F. LEARNING OUTCOMES (MNTC): NA
- G. METHODS FOR EVALUATION OF STUDENT LEARNING: Methods may include but are not limited to:
1. Learning Modules and Projects
  2. Participation in critiques and presentations
  3. Writing assignments
  4. Exams
  5. Quizzes
- H. RCTC CORE OUTCOME(S). This course contributes to meeting the following RCTC Core Outcome(s): Critical Thinking. Students will think systematically and explore information thoroughly before accepting or formulating a position or conclusion.
- I. SPECIAL INFORMATION (if any): None