# Motion Design 1

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## Office Hours
Tues:  10 - 11:30AM
Wed: 10 - 11:30AM
Thur:  10 - 11AM
Fri:    11 - 12PM

## Class Times

Wednesday (Room CM110)
    5:30 - 7:20p.m. - *Lecture*
    7:30 - 8:45p.m. - *Lab*

## Course Description

This course introduces the student to creating and animating 2D motion graphics using using industry-standard applications. Students will explore the tools and techniques needed to produce motion graphics and animations for television, film, and the web. Topics will include a basic overview motion design principles, 2D animation practices, audio integration, advanced video effects, and the technical challenges of working with video and film materials.

## Goals

Motion graphics are graphics that use video and/or animation technology to create the illusion of motion or a transforming appearance. These motion graphics are usually combined with audio for use in multimedia projects. Motion graphics are usually displayed via electronic media technology. The term is useful for distinguishing still graphics from graphics with a transforming appearance over time without over-specifying the form.

Our journey into motion graphics will start by focusing on the basics of working in an animation environment.  We will study the fundamentals of

form, line and shapes and delve into the intricacies of creating complex animations for a broadcast or film production.

The tools and techniques of motion graphics will introduce us to fun, new ways of approaching creative problem solving.  In many ways, motion graphics is like putting together a jig-saw puzzle.  Starting with one small piece, we will continue to add more pieces and details to our animations until they match the needs and goals of the production.

## Objectives

Unlike goals, objectives are supposed to be measurable.  Here's what you will have to do to pass with course with flying colors:

- Design and create 2D motion graphics using an industry-standard application.
- Demonstrate an understanding of the 2D animation process.
- Create and apply advanced video effects to motion graphics and animation.
- Animate lights, cameras, and null objects in a 2D environment.
- Apply sound effects and/or music to motion graphics.
- Demonstrate the creation, manipulation, and animation of text in both 2D and per-character 3D.
- Demonstrate mastery of mattes, masks, and keying.
- Demonstrate understanding of different codecs and export settings.

*** Students with prior training will be assigned more advanced projects***

## Text and Materials

Required Text:

After Effects CS5 - Classroom in a Book
ISBN: 9780321704498

Recommended Text:

Graphic Design: The New Basics
ISBN: 978-1568987705

Required Materials:

USB Flash Drive (at least 128mb) for homework assignments

## Class Policies

- Please arrive and conduct yourself in a professional manner.

- Please show up to class on time.

- At the beginning of each class, there will be an attendance sheet for you to sign next to your name. If you miss THREE OR MORE classes, and have not discussed these absences with me, I may drop you from the class.

- Please do not bring guests to class unless prearranged with the instructor.

- Contact the instructor in advance to make appropriate arrangements for missing a class and lesson.

- The student is responsible to learn the assignment and/or information if a class/lecture is missed.

- NO active cellular phones/beepers (turn the ringers OFF) in class or lab.

- Please raise your hand to ask questions or speak up if I'm not looking!

- Feel free to tape record lectures, but your recording device must be compact and you must come to class early enough to set it up without disturbing the class—do not bring in your boom box to record lectures and do not interrupt the class to set up your recorder.

## If you miss THREE OR MORE classes, and have not discussed these absences with me, I may drop you from the class.

# Evaluation

Grades are compiled from the following:

|  | Ind. Value | Opportunities | Total |
|---|---|---|---|
| **Class Participation** | 10 | 15 | 150pts |
| **Weekly Assignments** | 50 | 13 | 650pts |
| **Lab Assignments** | 25 | 13 | 325 |
| **Final Project** | 250 | 1 | 250pts |
|  |  | **Grand Total =** | **1375pts.** |

All assignments are due at the beginning of class. The first 15 minutes of class will be devoted to turning in assignment, unless otherwise noted by the instructor.  All assignments must be physically turned into the instructor during class.  Assignments handed-in after class will be counted as "Late".

## **Assignments CANNOT be emailed to the instructor****

<u>Late Assignments</u>

- One Class = One Letter Grade
- Two Classes = Two Letter Grades
- Three or more classes = the assignment will not be accepted

Only extreme circumstances warrant a grade of "incomplete".  An incomplete grade is reserved for those students who meet all of the following criteria:

- Student experiences an extreme situation which is unexpected (Such as a death in the family, serious illness requiring the student to miss several classes)
- Student's grades are passing ( C or higher) at the time of the extreme situation.
- Student notifies the instructor within 10 days of an extreme situation

## **A home computer crash in not an acceptable excuse****

# Academic Dishonesty

Students are expected to maintain the highest standards of academic honesty while pursuing their studies at Sacramento City College. Academic dishonesty includes but is not limited to: plagiarism and cheating; misuse of academic resources or facilities; and misuse of computer software, data, equipment or networks.

Plagiarism is the use (copying) of another person's ideas, words, visual images or audio samples, presented in a manner that makes the work appear to be the student's original creation. All work that is not the student's original creation, or any idea or fact that is not "common knowledge," must be documented to avoid even accidental infractions of the conduct code.

Cheating is to gain unfair advantage on a grade by deception, fraud, or breaking the rules set forth by the instructor of the class. Cheating may include but is not limited to: copying the work of others; using notes or other materials when unauthorized; communicating to others during an exam; and any other unfair advantage as determined by the instructor.

# Disability Policy Statement

It is our policy not to discriminate against qualified students with documented disabilities in our educational programs, activities, or services. If you have a disability-related need for adjustments or other accommodations in this class please contact the Disabilities Resource Center.  You must inform your instructors and the Disabilities Resource Center before the end of week one of classes and preferably before the class start.

# Desire to Learn (D2L)

This class will utilize Desire to Learn, our online learning resource system. Assignments, grades, rubrics and class materials will be placed in our class's D2L website.  Please bring your student ID number and password to class each session.  We will be actively using this platform for this class.

# Advanced Technology Lab Hours and Information

**Lab Location:** T109
**Lab Phone:** 916-558-2277
**Lab Schedule:** The Lab is open 6 days a week, during the following hours:
    Monday - Thursday: 8:00 AM - 9:00 PM
    Friday: 11:00 AM - 5:00 PM
    Saturday: 1:00 PM - 5:00 PM
    Sunday: Closed

The computer lab is equipped with Apple iMac computers and are loaded with the latest software. They are for you to use for class projects —please treat them with respect. Every time you use the computer lab you MUST sign-in at the computer near the door using your student ID number. The lab attendance records generate funds for new equipment and software. The lab coordinators and tutors are available for assistance if you are experiencing difficulty with the homework.

They have been asked NOT to hand-feed you answers. They are there to help you learn and remember the material. There should always at least one lab employee close by to help you, but do not use the help as a crutch or you will not learn the material. I also recommend that you bring your text book to the lab as reference material, especially during busy hours when one-on-one help is harder to get.

# A New Greener Approach

The GCOM Department at SCC recently became the first community college in the U.S. to join the Designers Accord—an international coalition of designers, educators, researchers, engineers, business consultants, and corporations, who are working together to create positive environmental and social impact. As part of GCOM's effort, we are planning to implement more "sustainable" practices in the way we teach and run our program.

For more info on the Designers Accord, visit www.designersaccord.org

Most lesson assignments will come from the textbook and any extra instructions will be detailed on the class blog. As much as possible, any additional assignments and handouts will be available only as PDF files on the blog and NOT be handed out in paper form in the classroom. You are

encouraged to NOT print out these files, but to read them and keep them in digital form only.

## Online Resources

SCC Website: www.scc.losrios.edu

Desire 2 Learn: https://d2l.losrios.edu/

GCOM Department Website: http://wserver.scc.losrios.edu/~tech/gc/gcom_home.html

GCOM Blog: http://gcomscc.blogspot.com/

Class Website: www.renderography.com

Adobe's Website: www.adobe.com

Autodesk Website:  www.autodesk.com

Luxology Website: www.luxology.com

Academic Software: www.journeyed.com

# Calendar of Assignments

## January

| Due Date | Assignment |
| --- | --- |
| 1/23/13 | Bring D2L Log-In Info |
| 1/30/13 | Student Survey & Syllabus |

## February

| Due Date | Assignment |
| --- | --- |
| 02/06/13 | Dance Battle |
| 02/13/13 | Road Trip |
| 02/20/13 | DJ Master |
| 02/27/13 | Multimedia Presentation |

## March

| Due Date | Assignment |
| --- | --- |
| 03/06/13 | Sunrise |
| 03/13/13 | Piccadilly Circus |
| 03/20/13 | Night Vision |

## April

| Due Date | Assignment |
| --- | --- |
| 04/03/13 | Banana Man |
| 04/10/13 | Rotoscoping |
| 04/17/13 | 3D Box |
| 04/24/13 | Color Correction |

## May

| Due Date | Assignment |
| --- | --- |
| 05/01/13 | Embassy Showdown |
| 05/08/13 | F-15 Flyover |
| 05/15/13 | Final Project |

# GCOM 390 PROJECTS

## DANCE BATTLE

Due: Week 03

Ch. 1

*Skills Learned*

- Application interface

- Basic object creation and importing

- Basic Animation

- Setting Keyframes

- Working on the timeline

- Rendering basics

## ROAD TRIP

Due: Week 04

Ch. 3

*Skills Learned*

- Creating Text

- Animating Text

- Animating Colors and Effects

- Creating and animating solids

- Duplicating Objects

- Understanding Motion Paths

## DJ MASTER

Due: Week 05

Ch. 4

*Skills Learned*

- Creating Custom Shapes

- Customizing a Shape's Fill and Stoke

- Animating Shapes

- Working with Audio

- Apply Video Effects

## MULTIMEDIA PRES.

Due: Week 06

Ch. 5

*Skills Learned*

- Animating Multiple Layers

- Editing Masks

- Creating Compound Paths

- Understanding Transparency

- Creating Radio Waves

- Looping Audio

## ANIMATING LAYERS

Due: Week 07

Ch. 6

*Skills Learned*

- Working with Photoshop files

- Duplicating animations

- Working with imported Photoshop layer styles

- Applying track mattes

- Applying Time Remapping

- Exporting video

## PICCADILLY CIRCUS

Due: Week 08

*Skills Learned*

- Parenting

- Nesting Compositions

- Anchor Points and Rotation

- Importing Photoshop Files

- Importing Illustrator Files

- Comp Sizes

## NIGHT VISION

Due: Week 09

*Skills Learned*

- Creating Masks

- Editing Masks

- Creating Compound Paths

- Understanding Transparency

- Creating Track Mattes

- Understanding Alpha Channels

## BANANA MAN

Due: Week 10

Ch. 8

*Skills Learned*

- Using the Puppet Tool

- Defining areas of overlap

- Placing deformation pins

- Creating smooth motion in animation

- Recording animation using the Puppet Sketch

## ROTO-SCOPING

Due: Week 11

Ch. 09

*Skills Learned*

- Rotoscoping

- Extracting foreground objects

- Using Track Mattes

- Using Adjustment Layers

- Creating Freeze Frames

- Creating creative effects

# 3D BOX

Due: Week 12

Ch. 11 & 12

*Skills Learned*

- Creating and Animating Lights

- Creating and Animating Cameras

- Manipulating in 3D Space

- Universal Camera Tool

- Combining 2D and 3D layers

- Pre-Composing

# COLOR

# CORRECTION

Due: Week 13

Ch. 10

*Skills Learned*

- Using Levels to correct colors

- Sky replacement

- Using Auto Levels

- Applying Color Range

- Removing unwanted elements with the Clone

- Using the Synthetic Aperture Color effect

# EMBASSY

# SHOWDOWN

Due: Week 14

*Skills Learned*

- Fundamentals of Green Screens

- Compositing

- Color Difference Keying

- Chroma Keying

- How to Film a Proper Green Screen

- Understanding Video Scopes

# F-15 FLYOVER

Due: Week 15

- Fundamentals of Green Screens

- Multi-pass Compositing

- Garbage Matting

- Blend Modes

- Transparency Map Refinement

- Using Track Mattes