

**Digital Design 113 - Introduction to Motion Graphics**  
**Professor TBA**

Meets: TBA  
Email: n/a  
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**Course description:**

This course introduces Students to Motion graphics by means of an overview of digital video techniques using Final Cut Pro and Adobe After Effects. Students will gain insight into filmmaking, editing, titling and special effects through critical viewing, lectures, in-class exercises, and creative projects.

**Course objectives:**

Students who successfully complete this course will:

- Be familiar with video camera elements and functions
- Have gained a more critical eye for film production
- Have gained a familiarity with Apple's Final Cut Pro Interface and capabilities
- Be familiar with digital video formats
- Have gained a familiarity with Adobe After Effects' Interface and capabilities
- Be able to Animate and create Text Effects using Adobe After Effects
- Be able to edit sound and video
- Be familiar with various video and audio capture techniques
- Be familiar with various video and audio export techniques

**Credit Hours:**

3 hours

**Pre-requisites:**

- DD101: Introduction to the Digital Toolbox
- DD102: Media Design in the Digital Age

**Required Viewing:**

*A Scanner Darkly*

*Brick*

*Citizen Kane*

*Dark Days*

*Night of The Hunter*

**& Title Sequences from three of the following:**

*Men In Black*

*Catch Me If You Can*

*To Kill A Mockingbird*

*Blade Runner*

*Magnolia*

*One-Hour Photo*

*Touch The Sound*

**Strongly suggested:**

This class has been designated as web-enhanced. Many of the required tasks will be performed on-line. In addition, many of the research assignments will require the use of library databases. It would be an advantage if students had:

- Familiarity with the Internet;
- Access to the Internet from home or elsewhere
- An active email account.

**Due dates:**

Late assignments will not be accepted without a physician or counselor's note.

**Grading:**

Projects	80
Mid Term Presentation	5
Final Presentation	5
Participation	10
<b>Total</b>	<b>100</b>

**Grades:**

90-100	A
80-89	B
70-79	C
60-69	D
0-50	F

There is no R grade in this course.

**Introduction to Motion Graphics (MOT) assignments:**

This course will be an organic mix of lecture and practice with the professor working to explain the concepts, give examples, and also oversee how well students grasp the concepts discussed as they work on assigned projects. There will be six viewing assignments, seven projects and one major presentation spread over the course of 15 weeks.

Assignment	Type	Date	Graded Points
Viewing Assignment 1	Take-home	V1	5
Viewing Assignment 2	Take-home	V2	5
Viewing Assignment 3	Take-home	V3	5
Viewing Assignment 4	Take-home	V4	5
After Effects Project 1	Studio/ Take-home	AE1	5
Viewing Assignment 5	Take-home	V5	5
Viewing Assignment 6	Take-home	V6	5
After Effects Project 2	Studio/ Take-home	AE2	5
After Effects Project 3	Studio/ Take-home	AE3	10
After Effects Project 4	Studio/ Take-home	AE4	10
Final Cut Pro Project 1	Studio/ Take-home	FCPP1	5
Final Cut Pro Project 2	Studio/ Take-home	FCPP2	10
Final Cut Pro Project 3	Studio/ Take-home	FCPP3	15
<b>Total</b>			<b>90</b>

**Notes on the grading criteria:**

Work will be evaluated according to the following criteria:

- Mastery of the concepts
- Understanding of issues introduced
- Originality of approach
- Presentation
- Participation

**The MOT assignments:**

What follows are brief descriptions of the MOT projects students will undertake over the course of the term. Detailed instructions will be provided in-class by the instructor. Without a

physician or counselor's note, late assignments will not be accepted and so will receive a grade of 0.

**After Effects Project 1:** Create a 10 second animation in After Effects using only "solids" and basic animation transform properties.

**After Effects Project 2:** Create a 10-15 second animation in After Effects using Animated masks and Photoshop and/or Illustrator files. Include at least one instance of Parenting and Animated Masks.

**After Effects Project 3:** Key or rotoscope footage. (Try both to really get the hang of it). Track matte another layer into what you keyed or roto-scoped.

**After Effects Project 4:** By combining 3D layers with Text layers and a Solid create a 30-40 second animation

**Final Cut Pro Project 1:** Using all three different ways of capturing, capture previously shot footage and write a paragraph describing differences and how one might utilize them - when to use and why.

**Final Cut Pro Project 2:** Storyboard and shoot a one-minute film short. Edit together a rough a cut for in-class review.

**Final Cut Pro Project 3:** Ad titles and Sound design to a polished edit of your film short

#### **Participation:**

A student's participation grade is based primarily on their attendance and participation in class. Every student begins the term with 10 participation points. Attendance is mandatory for every single scheduled class. For each class missed, 3 participation points will be deducted. Tardy students will have 2 participation points deducted. More than three absences amount to a failure, as a student may not earn less than 0 participation points.

#### **Academic policies (from Catalogue):**

Hostos Community College believes that developing a student's abilities to think through issues and problems by themselves is central to the educational process. Since the Hostos College degree signifies that the student knows the material s/he has studied, and the practice of academic dishonesty results in grades or scores that do not reflect how much or how well the student has learned, understood, or mastered the material, the College will investigate any form of academic dishonesty brought to its attention. If the charge of academic dishonesty is proved, the College will impose sanctions. The three most common forms of academic dishonesty are cheating, plagiarism, and bribery.

#### **Ethical Use of Content**

Students are advised to exercise caution in using digital material downloaded from the Internet in producing their own educational multimedia projects, because there is a mix of works protected by copyright and works in the public domain on the network. Access to works on the Internet does not automatically mean that these can be reproduced and reused without permission or royalty payment and, furthermore, some copyrighted works may have been posted to the Internet without authorization of the copyright holder.

#### **Fair use guidelines for educational multimedia**

Students may incorporate portions of lawfully acquired copyrighted works when producing their own educational multimedia projects for a specific course.

*General guidelines include:*

- Up to 10% or 3 minutes, whichever is less, in the aggregate of a copyrighted motion media work may be reproduced or otherwise incorporated as part of a multimedia project.
- Up to 10% or 1000 words, whichever is less, in the aggregate of a copyrighted work consisting of text material may be reproduced or otherwise incorporated as part of a multimedia project created under Section 2 of these guidelines. An entire poem of less than 250 words may be used, but no more than three poems by one poet, or five poems by different poets from any anthology may be used. For poems of greater length, 250 words may be used but no more than three excerpts by a poet, or five excerpts by different poets from a single anthology may be used.
- Up to 10%, but in no event more than 30 seconds, of the music and lyrics from an individual musical work (or in the aggregate of extracts from an individual work), whether the musical work is embodied in copies, or audio or audiovisual works, may be reproduced or otherwise incorporated as a part of a multimedia project. Any alterations to a musical work shall not change the basic melody or the fundamental character of the work.
- The reproduction or incorporation of photographs and illustrations is more difficult to define with regard to fair use because fair use usually precludes the use of an entire work. Under these guidelines a photograph or illustration may be used in its entirety but no more than 5 images by an artist or photographer may be reproduced or otherwise incorporated as part of an educational multimedia project. When using photographs and illustrations from a published collective work, not more than 10% or 15 images, whichever is less, may be reproduced or otherwise incorporated as part of an educational multimedia project.
- Up to 10% or 2500 fields or cell entries, whichever is less, from a copyrighted database or data table may be reproduced or otherwise incorporated as part of an educational multimedia project created under Section 2 of these guidelines. A field entry is defined as a specific item of information, such as a name or Social Security number, in a record of a database file. A cell entry is defined as the intersection where a row and a column meet on a spreadsheet.

Students are reminded to credit the sources and display the copyright notice © and copyright ownership information if this is shown in the original source, for all works incorporated as part of the educational multimedia projects. Crediting the source must adequately identify the source of the work, giving a full bibliographic description where available (including author, title, publisher, and place and date of publication). The copyright ownership information includes the copyright notice (©, year of first publication and name of the copyright holder).

**Cheating (from Catalogue):**

In the collegiate setting, cheating is defined as the purposeful misrepresentation of another's work as one's own. Faculty and students alike are responsible for upholding the integrity of this institution by not participating either directly or indirectly in act of cheating and by discouraging others from doing so.

**Plagiarism (from Catalogue):**

Plagiarism is a form of cheating which occurs when persons, even if unintentionally, fail to acknowledge appropriately the sources for the ideas, language, concepts, inventions, etc. referred to in their own work. Thus, any attempt to claim another's intellectual or artistic work, as one's own constitutes an act of plagiarism.

**Bribery (from Catalogue):**

In the collegiate setting, bribery involves the offering, promising, or giving of items of value, such as money or gifts, to a person in a position of authority, such as a teacher, administrator, or staff member, so as to influence his/her judgment or conduct in favor of the student. The offering of sexual favors in exchange for a grade, test score, or other academic favor, shall be considered attempted bribery. The matter of sexual favors, either requested or offered, in exchange for a

grade, test score or other academic favor, shall also be handled as per the Sexual Harassment procedures of the College.

**College attendance policy (from Catalogue):**

Students are expected to attend all class meetings in the courses for which they are registered. Classes begin at the times indicated in the official schedule of classes. Arrival in class after the scheduled starting time constitutes lateness.

The maximum number of absences is limited to 15% of the number of scheduled class hours per semester and a student absent more than the indicated 15% is deemed excessively absent. Attendance is monitored from the first official day of classes. In the case of excessive absences or lateness, the instructor has the right to lower the grade, assign a failing grade, or assign additional written work or readings.

Absences due to late registration, the instructor will consider change of program, or extenuating circumstances on an individual basis. Each department and program may specify in writing a different attendance policy. Instructors are required to keep an official record of student attendance and inform each class of the College's or department attendance policy.

**NOTE:**

- Any work missed during any period of absence must be made up by the student.
- To meet financial aid criteria, a student must attend class at least once in the first three weeks and once in either the fourth or fifth week of class.

**Course schedule:**

Readings must be completed for each class. Not all assigned texts will be discussed in class or covered in the class lectures.

CLASS	WHAT IS DUE	ROOM	TOPIC	WATCH FOR TODAY
1		TBA	Discussion: Class Introduction General Introduction to camera Film Video Exposure Ratio	
2		TBA	Discussion: Camera 101 Lens Audio Time Code	
3		TBA	Discussion: Camera Lens cont'd. Wide Zoom Depth of field Framing shots The Golden Rule Panning Tilting	Citizen Kane – write a one page reaction paper
4	V1	TBA	Discussion: Lighting	Night of The Hunter – write a one page reaction paper

5	V2	TBA	Discussion: Lighting equipment Power	Dark Days (including Making Of extra on DVD)– write a one page reaction paper
6	V3	TBA	Discussion: After Effects Interface Basic animation Keyboard shortcuts Motion blur Ram preview Exporting files Rendering	Brick – write a one page reaction paper
7	V4 AE1	TBA	Discussion: AE1 Review Importing from Illustrator & Photoshop Animating Masks Sound Markers Exporting with audio Transfer Modes Parenting Keyframe Interpolation	
8	AE2	TBA	Discussion: Type	Title Sequences of Three of the Following Films: <ul style="list-style-type: none"> <li>• Men In Black</li> <li>• To Kill A Mockingbird</li> <li>• Blade Runner</li> <li>• Magnolia</li> <li>• One Hour Photo</li> <li>• Touch The Sound</li> <li>• Catch Me if You Can</li> </ul> – Write a one page reaction paper
9	V5	TBA	Discussion: Basic Keying and Rotoscoping Matte Choker Track Matte Rendering with an Alpha Channel	A Scanner Darkly - write a one page reaction paper
10	AE3 V6	TBA	Discussion: 3D Camera Animation: 3D cameras. Breaking Cameras. Pre-composing 3D comps.	
11	AE4	TBA	Discussion: Final Cut Pro Interface	
12	FCPP1	TBA	Discussion: Hard Drives Log & Capture Preferences Exporting	

13		TBA	Discussion: Editing Video Editing Audio	
14	FCPP1	TBA	Discussion: Keyboard Shortcuts Transitions Effects & Filters Syncing	
15	FCPP3	TBA	Final Presentation & Critique	

COURSE ID PASSWORD	- -
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