



Course Number Course Name	FDMA 155 DIGITAL ANIMATION I: MOTION GRAPHICS
Credit Value (Breakdown of theory and lab credits)	(4, 3T+1S)
Catalog Course Description	This course introduces students to both animation and motion graphics. Students will gain working knowledge of the twelve principles of animation, using both physical and strictly digital techniques. Students will become pro cient with Adobe After-Effects® software. An ability to draw is NOT a require- ment to succeed in this course
Student Learning Outcomes/Objectives /Competencies of the Course	<ol style="list-style-type: none"> 1. <i>Learn the principles of keyframing and "tweening."</i> 2. <i>Learn how to create compositions with layers.</i> 3. <i>Learn a variety of blending modes.</i> 4. <i>Learn about mattes, alpha channels and masks.</i>
College-Wide Student Learning Outcomes	<p><i>Information regarding which of the following college-wide objectives will be addressed in the course along with which assignment will be used to measure this outcome:</i></p> <ol style="list-style-type: none"> 1. <i>Communication: Students will assess whether their creations and techniques communicate as intended.</i> 2. <i>Critical Thought: Students will interrogate their skills and avoid rationalizing success if not truly evident in the work.</i> 3. <i>Information Literacy: Students will keep abreast of techniques, styles and "fashion" by surveying examples of motion graphics on the internet.</i> 4. <i>Cultural Competence: Students will be mindful of, study and appreciate the spectrum of motion graphics as created by people of all types.</i> <p><i>Alignment of course to program objectives as appropriate.</i></p>