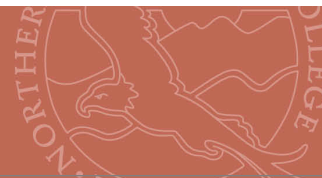
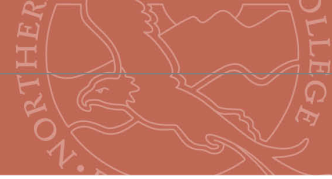


# NORTHERN NEW MEXICO COLLEGE



<b>Course Number</b> <b>Course Name</b>	<b>FDMA 1540 INTRODUCTION TO MOTION GRAPHICS</b>
<b>Credit Value</b> <b>(Breakdown of theory and lab credits)</b>	4, 3T+1S)
<b>Catalog Course Description</b>	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 proficient with Adobe After-Effects® software. An ability to draw is NOT a requirement to succeed in this course
<b>Course Student Learning Outcomes/ Objectives/ Competencies</b>	<p><i>By the end of the course, students will:</i></p> <ol style="list-style-type: none"> <li>1. <i>Learn the principles of keyframing and "tweening."</i></li> <li>2. <i>Learn how to create compositions with layers.</i></li> <li>3. <i>Learn a variety of blending modes.</i></li> <li>4. <i>Learn about mattes, alpha channels and masks.</i></li> </ol>
<b>College-Wide Student Learning Outcomes measured (General education courses only)</b>	

# NORTHERN NEW MEXICO COLLEGE



**Program Student Learning Outcomes measured**

PSLO 1  
Develop an aesthetic understanding of media production and technical proficiency in areas such as video and visual production, writing and digital media development.

PSLO 4  
Evaluate the impact of media and effectively articulate various perspectives on aspects of media in written and in verbal communication