



Syllabus

DIG 120 - Digital Media Motion Design

General Information

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Department Visual and Performing Arts

Course Prefix DIG

Course Number 120

Course Title Digital Media Motion Design

Course Information

Catalog Description This course covers motion design fundamentals. Topics covered include: Animation Principles, Traditional Animation concepts and methods, Post Production Process, storyboarding and more. You will also gain a basic understanding of After Effects, DragonFrame, Premiere, and other software to help achieve the above goals

Credit Hours 3

Lecture Contact Hours 4

Lab Contact Hours 0

Other Contact Hours 0

Grading Scheme Letter

Prerequisites

DIG 100

Co-requisites

None

First Year Experience/Capstone Designation

This course **DOES NOT** satisfy the outcomes applicable for status as a FYE or Capstone.

SUNY General Education

This course is designated as satisfying a requirement in the following SUNY Gen Ed category

None

FLCC Values

Institutional Learning Outcomes Addressed by the Course

Vitality, Inquiry, Perseverance, and Interconnectedness

Course Learning Outcomes

Course Learning Outcomes

1. Demonstrate animation, video, and audio techniques in traditional and digital production
2. Apply creative solutions to specific motion design problems utilizing the creative process
3. Utilize various digital media software to create a range of motion related projects
4. Interpret, discuss, and critique one's own design work, and that of others

Outline of Topics Covered

Animation principles

Video production, editing, and distribution

- Drone flight and video capture
- Video shooting with DSLR/mirrorless cameras and GoPro's

Concepts of motion graphics

Developing and manipulation of video and animation in post production

Software associated with video, audio, and animation production. Including:

- DragonFrame
- Adobe Premiere
- Adobe AfterEffects
- Adobe Audition

Sound Design

YouTube for uploading and data analysis