**Mohawk Valley Community College**

**Utica and Rome, New York**

**Course Outline**

**CG 214 Motion Graphics P-6, Cr-3**

**Course Description:**

This course introduces students to methods of producing motion graphics. Students use problem solving to explore and produce design. Production timeline and graphical requirements of a multimedia project are demonstrated through the manipulation of digital images in a studio environment. Topics include planning, storyboarding, sequencing, compositioning, and designing still images integrated with the aesthetic issues of 2-D, 3-D, and 4-D design.

**Student Learning Outcomes:**

Through course assignments, research and analysis of contemporary and historical graphic design techniques, lectures, and critiques, the student will be able to:

* Create works which reflect knowledge of historical and contemporary design techniques
* Create works which demonstrate a relationship between form and content
* Use art terminology in class discussions and critique
* Verbalize and discuss aesthetic and technical concepts during critiques such as application and effectiveness of basic elements of design, visual interest, emotive qualities, and thematic concerns
* Demonstrate study of a variety of approaches to creating motion graphics
* Demonstrate knowledge of how student work relates to current topics and ideas in the art and business world

**Major Topics:**

* Brainstorming and ideation
* Quick sketching
* Visual thumbnails
* Elements and principles of composition in various dimensions

Reviewed July 2023