

**PALOMAR COLLEGE**  
**COURSE OUTLINE OF RECORD FOR**  
**DEGREE CREDIT COURSE**

\_\_\_\_\_ Transfer Course X A.A. Degree applicable course  
(check all that apply)

**COURSE NUMBER AND TITLE:** GC 204 MOTION GRAPHICS FOR MULTIMEDIA-A

**UNIT VALUE:** **3**

**MINIMUM NUMBER OF SEMESTER HOURS:** 96

**BASIC SKILLS REQUIREMENTS:** Appropriate computational and language skills

**ENTRANCE REQUIREMENTS**

**PREREQUISITE:** None

**COREQUISITE:** None

**RECOMMENDED PREPARATION:** GC 140

**SCOPE OF COURSE:**

Explores project planning, setup, execution, and output of motion-based graphics. Incorporates exploration and integration of sound, graphics, digital video, 2-D animation, and text for multimedia.

**SPECIFIC COURSE OBJECTIVES:**

The successful student will be able to:

1. demonstrate knowledge of communication problems inherent in digital media .
2. demonstrate knowledge of the assets of sound, graphics, digital video and text for solving media communication problems.
3. explain the process of file conversion and file optimization for authoring in multimedia.
4. explain the construction interface and its functions.
5. perform the combining of course media into Quicktime movies for multimedia.
6. identify the layer options for motion control in software applications.
7. pose a multimedia authoring problem and author four motion compositions using multiple applications to solve the problem.

**CONTENT IN TERMS OF SPECIFIC BODY OF KNOWLEDGE:**

- I. Basic Concepts
  - A. Modeling
  - B. Rendering
  - C. Resolution basics
  - D. Using viewing controls
- II. Setting Up a New Project
  - A. Creating a new project
  - B. Opening and closing a project
  - C. Saving projects
  - D. Importing clips
  - E. Importing clips containing an alpha channel
  - F. Assembling clips in "Construction" window
  - G. Applying a filter to a clip
  - H. Adding sound to the movie
  - I. Preparing to import still footage
  - J. Importing an Adobe Photoshop file
  - K. Importing an Adobe Illustrator file
  - L. Importing an Adobe After Effects file
- III. Setting Up a Composition
  - A. Creating a new composition
  - B. Working in the "Time Layout" and "Composition" windows
  - C. Using the "Composition" window
- IV. Using Layers
  - A. Creating a new layer
  - B. Changing the layer stacking order
  - C. Trimming layer footage
  - D. Renaming a layer
  - E. Viewing a layer
  - F. Duplicating a layer
  - G. Splitting a layer
- V. Transparency and Masking
  - A. Using a footage item with an Alpha Channel
  - B. Animating masks.
  - C. Setting interactions between layers
  - D. Creating layer transparency using track matte
  - E. Using layer modes
- VI. Applying and editing effects
  - A. Working with effects
  - B. Applying and editing multiple effects
  - C. Changing the rendering order of effects
  - D. Rendering effects using subpixel positioning
  - E. Plug-in effects included with After Effects
  - F. Blur and sharpen category
  - G. Channel category
- VII. Setting Up Motion and Changes Over Time
  - A. Understanding keyframes
  - B. Creating, selecting, and editing keyframes
  - C. Getting ready to edit a keyframe
  - D. Changing several keyframe values
  - E. Creating a motion path

- F. Controlling change through interpolation
- VIII. Working with Complex Projects
  - A. Standard nesting
  - B. Precomposing
  - C. Collapsing geometrics of nested compositions
- IX. Rendering a Movie
  - A. Rendering basics
  - B. Using the Render Queue window
  - C. Render settings
  - D. Output module settings
  - E. Saving a single frame of a composition
  - F. Rendering for CD Rom and Internet applications

**REQUIRED READING:** After Effects: classroom in a book. Macworld, 2000

**SUGGESTED READING:** Adobe After Effects on-line. <http://www.adobe/aftereffects.com>

**REQUIRED WRITING:** none

**OUTSIDE ASSIGNMENTS:**

**Students are expected to spend a minimum of three hours per unit per week in class and on outside assignments, prorated for short-term classes.**

Student will work on research and complete projects, and spend time on own computer or in open lab completing computer assignments for portfolio.

**INSTRUCTIONAL METHODOLOGY:**

**Check all that apply:**

- lecture
- laboratory
- lecture-laboratory combination
- directed study

**DISTANCE LEARNING:**

**This course may be offered as a distance learning course and meets Title 5 regulations 55370, 55372, 55374, 55376, 55378, and 55380.**

Yes  No

**If yes, check all that apply:**

- Television Course (Video one-way, e.g. ITV, video cassette, etc.)
- Online Course (Text one-way, e.g. newspaper, correspondence, electronic file, etc.)
- Two-Way Video Conferencing (Two-way interactive video and audio)

- One-Way Video Conferencing (One-way interactive video and two-way interactive audio)
- Computer Assisted Instruction (A specialized form of mediated instruction relying primarily on student access to information and prepared lessons or teaching materials through a computer terminal, but not under immediate supervision of a qualified instructor.)

**GRADING POLICY AND STANDARDS** (include methods of determining whether the stated objectives have been met by students):

- 25% Project 1 understanding skills
- 25% Project 2 Alphas / filters / mattes / masks
- 25% Project 3 Video editing
- 25% Project 4 Animation / Green screen

**IS COURSE REPEATABLE FOR REASON(S) OTHER THAN DEFICIENT GRADE?**

Yes  No  Number of times course may be taken for credit: 4

If yes, identify specific provision of Title 5 Division 2 section(s), 55761-55763 and 58161 which qualifies course as repeatable:

58161(c)(2)(A)

**CONTACT PERSON:** Wade Rollins (x 2696)

SIGNATURES ON FILE