

MGD 143 Motion Graphic Design I Fall 2019

Course Syllabus

Sec 1H1, CRN 22269

Credit Hours: 3 Contact Hours: 67.5

Course Description:

Stresses creation of animation and dynamic interactive media for web and multimedia applications to a professional standard. Students will learn how develop projects for time-based media, key-frames, tweens and symbols. Students will learn how to use actions to trigger timeline events to create interactive behaviors.

Course Materials:

Textbooks: Adobe Animate CC Classroom in a Book (2019 release) 1st Edition – Adobe Press
ISBN-: 978-0134852539

Free Lynda Subscription through Pikes Peak Library (Library card required)

<http://ppld.org/whats-new/lyndacom-comes-ppld>

External hard drives or cloud storage. These drives are indispensable cross-platform storage de-vices and file transver speeds. Consider at least 1 terabyte for video files

Note: External drives are for transporting files. Loss of course work due to drive failure will not be considered a valid excuse for inability to complete
Reliable access to the internet

Headphones, for sound output

Class Times:

Tuesdays 3:00 – 5:05 PM
Centennial Campus; PB 305

PIKES PEAK COMMUNITY COLLEGE
DIVISION OF COMMUNICATIONS, HUMANITIES
AND TECHNICAL STUDIES

Faculty Information:

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Class: Room B305 Centennial Campus

Office Location Campus: CC

Room: F-300

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For a complete list of course objectives

[visit the Master Course Syllabus.](#)

Student Learning Outcomes

Learn about different types of animation

- Gif
- HTML5/javascript/CSS
- Flash (swf, app)
- Video/mp4/mov
- Animation essentials
 - Definition of Timeline
 - Frames and Keyframes
 - Definition of space/ X Y and Z
 - Animation Principles
 - Rotoscoping
 - 2D/3D distinctions

Animation skills

- Drawing
- Tweens
- Symbols
- Masks
- Guides
- Kinematics
- Scripting
- Do some projects
 - Animated story
 - Interactive banner
 - App
- Software
 - Animate - Video, HTML canvas, Swf/apps

Institutional Syllabus & Student Services:

Institutional policies regarding academic honesty, plagiarism, student conduct, accreditation, Americans with Disabilities Act, assessment, classroom attendance policy, course evaluation, grading, withdrawals, incomplete grades, grade change requests, and student concerns are found in the [institutional syllabus](#).

Students are encouraged to take advantage of the many [student services](#) available at PPCC, such as ACCESSibility services, counseling, tutoring, advising, financial aid, scholarship opportunities, military and veteran programs, and many more.

Academic Honesty

It is essential that you learn how to properly cite in the papers you write in this course. Be sure to use the supports provided for you in class and in the Learning Commons. Plagiarism and cheating will not be tolerated and will result in a zero on the assignment. The dean of students will also be notified as well.

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Course Structure:

The class will meet twice a week half lecture/demonstration and half lab. Due to the volume of information, the course will start with a heavier lecture/Demonstration schedule.

Explanation of Assignments:

Quizzes/assignments	62	Scale
Quizzes – Animation Principles Book assignments		<i>A = 452 - 407</i>
Three Projects	200	<i>B = 406 – 362</i>
Banner ad		<i>C = 361 – 317</i>
Story project		<i>D = 316 – 272</i>
App		<i>F = 271 or less</i>
Professionalism	100	
Attendance, Professional courtesy, Involvement in critiques and discussions		
Labs and special projects	90	
Walking symbols lab, chara/scene animation		
Total Points	452	

* 10 points will be deducted every class day the project is late

Academic Standards and Grading: See the current PPCC Catalog (<http://www.ppcc.edu/app/catalog/current/> and click on the “Academic Standards” link) for important information regarding academic standards and the grading system that applies to this course.

Grading is both objective and subjective. The standard definitions for letter grades at PPCC parallel, but may override, point scale:

A Distinguished grade for superior work.

B Better than acceptable.

C Acceptable better than passing.

D Less than acceptable, passing: poor but passes objectives.

F Failing: not demonstrating an adequate level of achievement of course objectives

The quizzes and final exam will primarily cover industry standard terms and common development practices, as well as coding

Colorado State Competencies: The requirements in this course meet or exceed the critical thinking, reading, written communication competencies established by the Colorado Commission on Higher Education for guaranteed transfer, general education courses in Communication.

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Attendance:

Attendance will be taken at each class; students are expected to be on time.

Attendance, punctuality, and professionalism/courtesy are important in business (and in life), and thus will play a part in your assessment. After one unexcused absence your grade is subject to one reduction. If you are absent or late due to an emergency, you must leave me a message at 502-3730 immediately. More than two unexcused absences will result in automatic failure. **Leaving early is only acceptable if it is pre-arranged with the instructor.**

Class participation makes up 30% of your grade. You must come to class with assignments/projects completed and questions ready. Prior knowledge or experience with the software does not exempt you from tutorials/in class exercises. If you have mastered the skill, help your classmates.

The lecture portions of the class require your undivided attention. While the classroom computers are connected to the Internet, each instance of surfing the Internet rather than being attentive and involved in will result in 5 points off of your final grade (i.e. it will be treated as an unexcused absence.)

Withdrawals: Drop with a refund is possible during the first 15 percent of the term. You may also initiate an official withdrawal through 80 percent of the term resulting in a grade of "W." A "W" grade has no credit and is not computed in the GPA. If you simply stop attending without officially withdrawing, a grade based on the total points earned will be assigned to you at the end of the term as per the grading policy listed in the syllabus. This will usually result in an "F" grade on your grade report and may not be changed to a "W" once it is issued. Consult a current class schedule for the last date to withdraw. Important Note: Withdrawal for any reason after the official term "Drop Date" (first 15% of the term; see PPCC Semester Schedule) will result in you forfeiting the Colorado College Opportunity Fund (COF) credit in an amount equal to this course's credit hours.

Incomplete: An Incomplete "I" grade will be issued only if you have completed more than 75 percent of the course requirements, and has an emergency that cannot be resolved prior to the end of the semester. An Incomplete "I" is rarely issued and may pose some risk to your GPA. All remaining work must be satisfactorily completed by the contracted date prior to the end of the next semester or a grade of "F" will be issued for the course.

Audit: You may choose to take this course for audit. Normally, the audit option should be declared at registration; however, you may change their registration from credit to audit up to the current term "Drop Date" (first 15% of the term) published in the PPCC schedule. The request to change to audit must be done on a semester registration form and must receive written recommendation by the CHTS Division Dean and be approved by the Vice President for Educational Services prior to the published "Drop Date." Once an audit status is approved, the decision is irreversible. Audit grades do not transfer and are not computed in the GPA. Courses taken by audit do not count toward enrolment status for financial aid or veterans' educational benefits.

Important Note: Audit courses are not eligible for the Colorado College Opportunity Fund (COF) stipend. Students are responsible for the additional tuition amount per credit hour audited that would normally be covered by COF.

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Expectations For Time Spent On A Hybrid Class:

Hybrid courses are a blend of traditional in-class time and online requirements. In addition to the time spent in class, successful students can expect to spend 4-10 hours weekly in the online portion of the course. Please keep in mind that the numbers given here are only an approximation and do not guarantee success in the course. In fact, some successful students may spend many more hours than specified. However, spending less time is not likely to lead to success in this course. In addition, this is an average per week and some weeks may require more time.

PPCC Important Dates (Fall 2018):

August 26 – Classes Begin
September 2 – Labor day (no classes on Sept 3)
September 10 – Drop Date
November 22 – Withdraw date
Thursday, November 15 – Deadline to Apply for Graduation
November 29 – Dec 1 – No Classes – Thanksgiving break
Sunday, December 15 – Classes End

Academic honesty - Course level

Video clips - credits (for academic use only)
Audio clips - credits (for academic use only)
Images OK for class work, but might not be OK for portfolio
You may copy code snippets
Attribution in comments
Include a disclaimer in final credits (such as the story project)

Class Schedule

Note: schedule subject to change – Check with your instructor!

Week	Date	Subject	Assignment
1	Aug 27	Introduction to course Motion Graphic types HTML 5 Software analysis	Contract/quiz Principals of Animation reading Book due Link to Animation example
2	Sept 2 and 3 Labor Day – no classes		
			<i>Reading Animate CC</i> Chapter 1 and 2
Sept 10 DROP DEADLINE			
3	Sept 10	Animate swf and html 5 and basics Animate Drawing Tools and Workspace Principals of Animation Quiz 10 Chapter 1 due 10 Contract /quiz due 10 Links due 10	Character and scene Book exercise Chapter 2 Drawing tools video
4	Sept 17	Shape Tweens – timeline Type tools and gradients Chapter 2 due Character and Scene due 10 Book Exercise due 10	Animated scene with Principles of Animation Name morph Chapter 7 (262-286)
5	Sept 24	Importing images Symbols Animated Scene due 10 Name morph due 5	<i>Reading Animate CC</i> Chapter 3 and 4 Importing Images Set up walking character
6	Oct 1	Rotoscoping Animate Symbols Classic and Motion tweens Walking Character set up and Book Exercise (3 and 4) 10	<i>Reading Animate CC</i> Chapter 5 and 6 Symbols animations
7	Oct 08	Camera layers Classic and Motion tweens Symbols classic tween and Motion tweens 10	<i>Reading Animate CC</i> Chapter 5 (Walking Lab

8	Oct 15	Project 1 banner assigned Walking Lab due and Chap 5 20	<i>Reading Animate CC</i> Chapter 7 (287-294) <i>Video tutorial</i>
9	Oct 22	Video and Audio	Chapter 10
10	Oct 29	Banner due Critiques 50 Storyboard	Project 2 Story Storyboard Tutorials
11	Nov 5	Storyboard Due 20 Parenting and Bone tool Lip synch	<i>Character animator</i> <i>Speaking animation</i>
12	Nov 12	Character Animator	Work on project 2
13	Nov 19	Project 2 Story Due 80 Critique	<i>Reading Animate CC</i> Chapter 9 Project 3 App
Nov 21 Thanksgiving - no classes			
Nov 26 - Last day to withdraw			
14	Nov 26	Interactivity Buttons Chapter 9 10	<i>Reading Animate CC</i> Chapter 9
15	Dec 3	Basic Scripting and Object Oriented code <i>Extra credit - timeline variables</i>	<i>timeline variables</i>
16	Dec 10	Project 3 Apps due 50 Final Critiques	Don't kill the instructor!

Bold Items are activities that contribute to your grade