WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
BASIC COURSE INFORMATION

COURSE TITLE: Fundamentals of Motion Graphics

COURSE NUMBER: DSN 201

I. MAJOR INSTRUCTIONAL GOALS:

GOAL A: To produce short animation sequences

Learning Outcomes: The student will:

A-1. Investigate the uses of the software
A-2. Recognize ways in which sounds and images work together
A-3. Demonstrate an understanding of the basic concept of key framing

GOAL B: Demonstrate an understanding of time management

Learning Outcomes: The student will:

B-1. Use software shortcuts
B-2. Apply a procedure plan to projects
B-3. Create a concept statement for each project

GOAL C: Integrate previous knowledge of graphics and video into projects

Learning Outcomes: The student will:

C-1. Integrate methods and practice from other courses
C-2. Differentiate the uses of Photoshop, Illustrator, and live video within the software
C-3. Understand the output formats for the course

II. CLASS PARTICIPATION:

Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class.

Computers in the classrooms are intended to be used as tools to enhance the students' learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.

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External Storage Requirement:
Students are required to supply their own external storage (ie., SD card, external hard drive, etc.)
See Course Blackboard for instructor’s directive for your course. Memory cards are NOT supplied with cameras and video equipment.