### GRA 2765C  Digital Motion Graphics for Broadcast Design

**Course Description:** Students use industry-standard software to create visual effects, compositing and motion graphics for television production. Time-based design elements of space, pacing, motion and interaction comprise this intermediate-level course. Assignments enable students to create portfolio-ready projects that include: logos, lower-thirds, and credit rolls that incorporate 3-D elements. (2-hour lecture, 2-hour lab)

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<th>Course Competency</th>
<th>Learning Outcomes</th>
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| **Competency 1:** The student will produce intermediate-level motion designs by: | • Communication  
  • Critical thinking  
  • Computer / Technology Usage  
  • Aesthetic / Creative Activities |
| 1. Controlling temporal and spatial timing in animation projects.  
  2. Using advanced camera movements.  
  3. Compositing 3-D models and animation with video footage. | |
| **Competency 2:** The student will output intermediate-level composites by: | • Communication  
  • Critical thinking  
  • Cultural / Global Perspective  
  • Aesthetic / Creative Activities |
| 1. Compositing video footage with digital generated graphics and at least two or more images applied.  
  2. Compressing files for print, web or video environments.  
  3. Controlling output render passes for compositing. | |
| **Competency 3:** The student will output intermediate-level visual effects by: | • Communication  
  • Critical thinking  
  • Computer / Technology Usage  
  • Aesthetic / Creative Activities |
| 1. Compositing video footage with digital effects and at least one or more images applied.  
  2. Compressing files for print, web or video environments. | |
3. Controlling output render passes for compositing.