



## COURSE PLAN

### FIRST: BASIC INFORMATION

#### College

College Irbid University College

Department Applied Sciences

#### Course

Course Title 3D Motion Graphics

Course Code 020902264

Credit Hours 2 (0 Theoretical, 2 Practical)

Prerequisite 020902225

#### Instructor

Name

Office No.

Tel (Ext)

E-mail

Office Hours

Class Times

Building Name	Day of Week	Start time	End time	Hall number

#### Text Book

Title :

#### References

- 1) Adobe After Effects Classroom in a Book 1st Edition, 2020, Lisa Fridsma & Brie Gyncild, Adobe

### SECOND: PROFESSIONAL INFORMATION

#### COURSE DESCRIPTION

This course specifies the skills and knowledge required to produce motion graphics that conforms to users' requirements for animated artwork projects, using a motion graphic editor (Adobe After Effect). It includes concepts of motion graphics, video editing, writing texts, drawing, animation, adding sound effects, and various filters.

## COURSE OBJECTIVES

The objectives of this course are to enable the student to do the following:

- Develop a working competence in motion graphic artwork using a motion graphic editor
- Employ interfaces of motion graphic software, including workspace, composition, footage, views, layers, key frame, effects, rendering and etc.
- Develop a working competence in motion graphic artwork project management

## COURSE LEARNING OUTCOMES

By the end of the course, the students will be able to:

- **CLO1.** Explain motion graphic project and basic operation of Adobe After Effects
- **CLO2.** Import built-in objects from various external media
- **CLO3.** Apply views and layers to design artwork
- **CLO4.** Manipulate animated objects
- **CLO5.** Apply various types of graphic objects to design artwork
- **CLO6.** Apply effects and presets to design artwork
- **CLO7.** Apply rendering and output techniques to design artwork

## COURSE SYLLABUS

Week	Topic	Topic details	Related LO (chapter )	Proposed assignments
1	<b>Introduction to After Effects</b>	<ul style="list-style-type: none"> <li>• After Effects system requirements</li> <li>• Keyboard shortcuts in After Effects</li> <li>• Planning and setup</li> <li>• Setup and installation</li> <li>• Motion graphic project</li> </ul>	<b>CLO1</b>	
2	<b>Workspaces</b>	<ul style="list-style-type: none"> <li>• Workspaces, panels, and viewers</li> <li>• General user interface items</li> <li>• Working with After Effects and other applications</li> </ul>	<b>CLO1</b>	
3	<b>Projects and compositions</b>	<ul style="list-style-type: none"> <li>• Projects</li> <li>• Composition basics</li> <li>• Recomposing, nesting, and pre-rendering</li> <li>• Time code and time display units</li> </ul>	<b>CLO1</b>	



4	<b>Importing footage</b>	<ul style="list-style-type: none"> <li>• Importing and interpreting footage items</li> <li>• Importing and interpreting video and audio</li> <li>• Preparing and importing 3D image files</li> <li>• Working with footage items</li> <li>• Importing from After Effects and Adobe Premiere Pro</li> <li>• Preparing and importing still images</li> </ul>	<b>CLO2</b>	
5	<b>Views and Layers</b>	<ul style="list-style-type: none"> <li>• Previewing</li> <li>• Video preview with Mercury Transmit</li> <li>• Modifying and using views</li> <li>• Creating layers</li> <li>• Selecting and arranging layers</li> <li>• Managing layers</li> <li>• Layer properties</li> </ul>	<b>CLO3</b>	
6	<b>Control Layers</b>	<ul style="list-style-type: none"> <li>• Blending modes and layer styles</li> <li>• 3D layers</li> <li>• Cameras, lights, and points of interest</li> </ul>	<b>CLO3</b>	
7	<b>Animation and key frames 1</b>	<ul style="list-style-type: none"> <li>• Animation basics</li> <li>• Remove objects from your videos with the Content-Aware Fill panel</li> <li>• Add responsive design to your graphics</li> <li>• Apply immersive video effects</li> <li>• Animating with Puppet tools</li> <li>• Assorted animation tools</li> </ul>	<b>CLO4</b>	
8		<b>Midterm Exam</b>	<b>Midterm</b>	
9	<b>Animation and key frames 2</b>	<ul style="list-style-type: none"> <li>• Setting, selecting, and deleting key frames</li> <li>• Editing, moving, and copying key frames</li> <li>• Key frame interpolation</li> <li>• Speed</li> <li>• Time-stretching and time-remapping</li> <li>• Face Tracking</li> <li>• Tracking and stabilizing motion</li> </ul>	<b>CLO4</b>	



10	<b>Color, Drawing, painting, and paths</b>	<ul style="list-style-type: none"> <li>• Color basics</li> <li>• Color management</li> <li>• Paint tools: Brush, Clone Stamp, and Eraser</li> <li>• Overview of shape layers, paths, and vector graphics</li> <li>• Creating shapes and masks</li> <li>• Managing and animating shape paths and masks</li> <li>• Mask Tracking</li> <li>• Shape attributes, paint operations, and path operations for shape layers</li> </ul>	<b>CLO5</b>	
11	<b>Text</b>	<ul style="list-style-type: none"> <li>• Creating and editing text layers</li> <li>• Formatting characters and the Character panel</li> <li>• Examples and resources for text animation</li> <li>• Animating text</li> <li>• Extruding text and shape layers</li> <li>• Formatting paragraphs and the Paragraph panel</li> <li>• Live Text Templates</li> </ul>	<b>CLO5</b>	
12	<b>Transparency and compositing</b>	<ul style="list-style-type: none"> <li>• Compositing and transparency overview and resources</li> <li>• Alpha channels, masks, and mattes</li> <li>• Keying</li> <li>• Roto Brush, Refine Edge, and Refine Matte effects</li> <li>• Layer markers and composition markers</li> <li>• Memory, storage, performance</li> <li>• Improve performance</li> </ul>	<b>CLO6</b>	
13	<b>Effects a preset</b>	<ul style="list-style-type: none"> <li>• backgrounds, behaviors, images, shapes, sounds, texts, textures, transitions, warps, distortion, lens effects,</li> <li>• Rain effect, snow effect, counter, etc. In addition to explaining the changing video backgrounds (Croma) etc.</li> </ul>	<b>CLO6</b>	



14	<b>Rendering and exporting</b>	<ul style="list-style-type: none"> <li>Basics of rendering and exporting</li> <li>Rendering and exporting still images and still-image sequences</li> <li>Export an After Effects project as an Adobe Premiere Pro project</li> <li>Converting movies</li> <li>Automated rendering and network rendering</li> </ul>	<b>CLO7</b>	
15	<b>Final Projects</b>	<ul style="list-style-type: none"> <li>Applying a final motion graphic project using After Effects</li> </ul>	<b>CLO1</b>	
16		<b>Final Exam</b>	<b>Final</b>	

### COURSE LEARNING RESOURCES

The methods used in teaching the program, are mentioned, such as lectures, discussion sessions, proactivity, and other activities

- Discussion and explanation sessions
- Practical activity and execution

### ONLINE RESOURCES

- <https://helpx.adobe.com/after-effects/tutorials.html>

### ASSESSMENT TOOLS

Assessment Tools	%
Projects & Quiz	30%
Mid Exam	20%
Final Exam	50%
Total Marks	100%

### THIRD: COURSE RULES

#### ATTENDANCE RULES



Attendance and participation are extremely important, and the usual University rules will apply. Attendance will be recorded for each class. Absence of 10% will result in a first written warning. Absence of 15% of the course will result in a second warning. Absence of 20% or more will result in forfeiting the course and the student will not be permitted to attend the final examination. Should a student encounter any special circumstances (i.e. medical or personal), he/she is encouraged to discuss this with the instructor and written proof will be required to delete any absences from his/her attendance records.

### GRADING SYSTEM

Example:

Course Marks Average		
Average	Maximum	Minimum
Excellent	100%	90%
Very Good	89%	80%
Good	79%	70%
Satisfactory	69%	60%
Weak	59%	50%
Failed	49%	35%

### REMARKS

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### COURSE COORDINATOR

Course Coordinator		Department Head	
Signature		Signature	
Date		Date	