DYNAMICS AND SPECIAL FX FOR MOTION GRAPHICS
Course Syllabus

Course Number: MDIA-0243
OCAS Code: 
Course Length: 120 Hours
Career Cluster: Information Technology
Career Pathway: Interactive Media
Career Major(s): Motion Graphics Artist
Pre-requisite(s): Fundamentals of 3D Motion Graphics
Course Description: Students will explore tools for applying rigid and/or soft-body dynamics and simulate object behavior as they produce rendered animations of special effects like smoke, fire, particle systems force fields, and turbulence. (This course can be substituted for the 3D Animation course within the Motion Graphics Artist career major.)

Textbooks:

Course Objectives: A. Upon Successful completion of this course, the student will be able to:
1. Design complex graphics and animation, using independent judgment, creativity, and technology.
2. Make objects or characters appear lifelike by manipulating and simulating dynamics through 3D software.
3. Apply advanced techniques for dynamics with 3D Animation software.
4. Prepare, render, and deliver animations that achieve desired results.
5. Analyze elements of a problem and develop creative, innovative solutions that utilize critical thinking skills.
6. Apply rigid and/or soft-body dynamics appropriately.
7. Demonstrate proficiency in applying dynamics and special effects for motion graphics.
8. Export 3D Animations for a variety of applications.
10. Understand rigid body dynamics.
11. Understand soft body dynamics.
12. Utilize scripting techniques to automate tasks and add efficiency to the workflow.
13. Support special effects for motion graphics for film and/or industry.

ODCTE objectives
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Teaching Methods: The class will primarily be taught by the lecture and demonstration method and supported by various media materials to address various learning styles. There will be question and answer sessions over material covered in lecture and media presentations. Supervised lab time is provided for students to complete required projects.

Grading Procedures: 1. Students are graded on theory and shop practice and performance.
2. Each course must be passed with seventy (70%) percent or better.
3. Grading scale: A=90-100%, B=80-89%, C=70-79%, D=60-69%, F=50-59%.

Description of Classroom, Laboratories, and Equipment: Tulsa Technology Center campuses are owned and operated by Tulsa Technology Center School District No. 18. All programs provide students the opportunity to work with professionally certified instructors in modern, well-equipped facilities.

Available Certifications/College Credit: The student may be eligible to take state, national or industry exam after completion of the program. College credit may be issued from Oklahoma State University-Okmulgee or Tulsa Community College. See program counselor for additional information.

College Credit Eligibility: The student must maintain a grade point average of 2.0 or better.