FUNDAMENTALS OF 3D MOTION GRAPHICS
Course Syllabus

Course Number: MDIA-0061
OCAS Code: 8207
Course Length: 120 Hours
Career Cluster: Information Technology
Career Pathway: Interactive Media
Career Major(s): 3D Animator, Special Effects Technician, Motion Graphics Artist

Pre-requisite(s): Advanced Design Techniques, Principles of Animation, or 2D Animation Techniques

Course Description: Students will become familiar with 3D motion graphics as they create, animate, revise, optimize and export 3D graphics and animations.

Textbooks: Inspired 3D Short Film Production and The Art of the Storyboard

Course Objectives:

A. Demonstrate Knowledge of Fundamentals of 3D Motion Graphics
1. Select color and textures to enhance 3D graphics.
2. Apply various camera techniques to affect the look of a scene.
3. Create special effects in motion graphics software.
4. Define coordinates to identify positions of objects within the 3D motion graphics software environment.
5. Transform objects through translation, rotating, and scaling using motion graphics software.
6. Apply animation techniques to objects.
7. Render images to create desired results.
8. Develop 3D images that show objects in motion or illustrate a process with motion graphics software.
9. Create basic designs, drawings, and illustrations for product labels, cartons, direct mail, or television using motion graphics software.
10. Convert real objects to animated objects through modeling in motion graphics software.
11. Design complex graphics and animation, using independent judgment, creativity, computer equipment, and motion graphics software.
12. Make objects or characters appear lifelike by manipulating light, color, texture, shadow, and transparency and/or manipulating static images to give the illusion of motion.

ODCTE objectives

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.
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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.