

Module Title:	Graphics and Animation II
Language of Instruction:	English
Credits:	10
NFQ Level:	7
Module Delivered In	No Programmes
Teaching & Learning Strategies:	Students will work in a computer laboratory. Initially theoretical concepts will be explained and the students will then undertake practical assignments. A combination of tutorials, practicals and projects will be used. Particular emphasis will be placed on problem solving and project based learning.
Module Aim:	This module is intended to provide students with intermediate skills necessary to design and produce motion graphics in 2D & 3D space and as an introduction to basic compositing using industry standard Imaging & Motion graphics software.

Learning Outcomes	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Recognize and understand the fundamentals of Motion Graphics and basic Compositing in relation to Visual Media.
LO2	Identify and demonstrate the expression techniques of emotion used in the visual and auditory elements of Motion Graphics.
LO3	Understand and implement the production of Motion Graphics within virtual 3D space.
LO4	Develop and be able to demonstrate professional cross product workflow skills using industry standard compositing, editing & imaging software.
LO5	Demonstrate creative video manipulation, motion graphics & basic compositing skills to achieve a professional standard of work.

Pre-requisite learning	
Module Recommendations <i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i>	
No recommendations listed	
Incompatible Modules <i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i>	
No incompatible modules listed	
Co-requisite Modules	
No Co-requisite modules listed	
Requirements <i>This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.</i>	
No requirements listed	

Module Content & Assessment
Indicative Content
Application of Intermediate Motion Graphics Techniques

Through the discussion of concepts and design students will be able to Implement Intermediate Motion Graphic techniques in order to achieve dramatic and artistic effects in video production.

Introduction to Basic 2D Compositing in Virtual 2D & 3D space

Introduction to layer based compositing. Basic Compositing includes combining 2D elements with life action footage in a Virtual 2D or 3D space using Textures & Blending Modes, 3D cameras, Green Screen Editing, Masking and Element Replacements as well as Video FX and Transitions.

Final Graphics Project

Producing a final creative videographics piece using video manipulation techniques created in industry standard software. A combination of Typography, Animation, Music, Photo & Video editing techniques will be used in order to create Bumpers, Title Animations & Music Video content.

Assessment Breakdown	%
Continuous Assessment	40.00%
Project	60.00%

Continuous Assessment

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Practical/Skills Evaluation	Exercises based on various intermediate motion graphic & basic compositing techniques that the students must successfully complete.	1,2,3,4,5	20.00	n/a
Other	Written & Practical Assignments	1,2,3,4,5	20.00	n/a

Project

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	Typical projects include: Producing Motion Graphics in the form of Logo's, Film Titles and Music Videos consisting of video footage, design and music/sound used in conjunction with each other.	1,2,3,4,5	60.00	n/a

No Practical

No End of Module Formal Examination

SETU Carlow Campus reserves the right to alter the nature and timings of assessment

Module Workload

Workload: Full Time		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Laboratories	Every Week	2.00
Independent Learning Time	Every Week	5.00
Total Hours		7.00

