MEDI H2604: Graphics and Animation I

Module Title:	Graphics and Animation I
Language of Instruction:	English

Credits:	5

NFQ Level:	6

Module Delivered In	2 programme(s)

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 introduces students to the techniques involved in the creation and manipulation of graphics, photographic artwork and motion graphics. This module is intended to provide students with the theoretical knowledge and practical skills necessary to produce graphics & motion graphics using industry standard Imaging & Motion graphics software.

Learning Outcomes	
On successful completion of this module the learner should be able to:	
LO1	Recognise the basic concepts used in digital image editing and motion graphics.
LO2	Show an ability to utilize industry standard imaging and animation software through in-class assessments and practical assignments.
LO3	Understand and implement the production of animated graphics within 2D space.
LO4	Demonstrate the ability to create a professional workflow by combining and integrating 2D design, music and video footage across a virtual timeline.
LO5	Upon completion of a final project, students will be able to demonstrate their digital image editing skills and motion graphics skills to achieve a professional standard of work for their portfolio and showreel.

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

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Module Content & Assessment

Indicative Content
Introduction to Digital Image Editing Introducing Implementations of Digital Image Editing techniques based on genre, function and style.
Digital Image Editing Tutorials Producing 2D Graphics using image manipulation techniques created in industry standard imaging software. A combination of Typography, illustration, photographs and basic painting techniques will be used in order to create infographics, photomontages, advertisements and photorealistic matte paintings.
Introduction to Motion Graphics Introducing the evolution of Animation & Motion Graphics techniques.
Motion Graphics Basics Tutorials Producing Basic 2D animated sequences by combining typography, photographs, manipulated images & sound using industry standard motion graphics and compositing software.
Animation Producing an animated scene with characters.

Assessment Breakdown	%
Project	60.00%
Practical	40.00%

Continuous Assessment

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

Project

Assessment Type	*Assessment Description*	*Outcome addressed*	*% of total*	*Assessment Date*
Project	Typical projects include: Producing Photo Montages. Producing Info graphics in both static form and as an animated sequence. Producing an animated scene. Producing an Animated Logo using Motion Graphics 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

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Module Workload

Workload: Full Time		
Workload Type	*Frequency*	*Average Weekly Learner Workload*
Laboratory	Every Week	3.00
Independent Learning	Every Week	2.00
	Total Hours	5.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_EETVM_B	Bachelor of Science (Honours) in TV and Media Production	3	Mandatory
CW_EETVM_D	Bachelor of Science in TV and Media Production	3	Mandatory