VIDZEMES AUGSTSKOLA

FACULTY OF ENGINEERING
STUDY COURSE DESCRIPTION

Course Title:	**Motion Graphics and Environmental Effects**					
Course code (LAIS):	**DatZ1025**					
Study programme:	**Virtual Reality and Smart Technologies**					
Level of Study programme:	☐	1st level professional higher education				
	☐	Professional Bachelor				
	☒	Professional Master				
	☐	PhD level				
Type of Study programme:	☒	Compulsory course (Part A)				
	☐	Professional specialization courses (Part B, compulsory)				
	☐	Professional specialization optional courses (Part B, optional)				
	☐	Elective courses (Part C)				
Course Workload:	**Credits**	**ECTS**	**Academic hours**	**Contact hours**	**Independent work hours**	
	2	3	80	24	56	
Course Author/ Tutor:	**Arnis Cīrulis**					
	Assoc.prof., Dr.sc.ing.					
	Arnis.cirulis@va.lv					
	Consultation: according to the schedule for each semester					
Course Form:	Full time					
Study year, semester:	1st year, 1st semester					
Language:	Latvian, English					
Prerequisites for the Course:	-					
Course Summary:	The aim of this course is to give theoretical and practical knowledge in motion graphics, the basic techniques used in it, their creation and proper application. In addition, knowledge is provided on the application, creation and integration of various environmental effects into the motion graphics. Student's practical skills are implemented and tested on the Adobe After Effects platform.					
Course Methods:	Lectures, practical activities, independent work, final assessment.					
Assessment:	Examination					
Requirements for Credits:	1. Passed each lecture's practical activity. 2. Passed independent work. 3. Passed examination work. Final evaluation is compiled by independent work and examinations. The final exam covers the student's chosen course topics, independent development of the topic.					
Course Contents:	Animation techniques. Layer management. Models, masks and mattes. Cameras, lights and action. Building hierarchies. Text animation. Effects and presets. Colours and keying. Time and tracking. Drawing, painting and puppetry. Working with audio, expression, importing and integration. Exporting and rendering.					
	Learning Outcomes				**The evaluation methods and criteria**	
	Knowledge					
	Knowledge about the functions of Adobe After Effects and their proper application in				Practical work in lecture.	

Learning Outcomes; the evaluation methods and criteria	creating a new project.	
	Knowledge of basic techniques used in motion graphics and their applications.	Practical work in lecture.
	Knowledge about creation and application of various environmental effects in motion graphics.	Practical work in lecture.
	Skills	
	Skills to create a new project on the After Effects platform.	Independent work.
	Skills to create and integrate in the project, developed by the Adobe After Effects, basic technology used in the motion graphics.	Independent work.
	Skills to add various environmental effects to the project.	Independent work.
	Skills to export and render the project.	Independent work.
	Competency	
	Apply the right Adobe After Effects features to create a new project.	Exam work and independent work
	Independently develop the project by correctly designing and applying the basic techniques used in the motion graphics.	Exam work and independent work
	Use the tools available to create and add environmental effects to the project.	Exam work and independent work
Course Compulsory literature:	1. Creating Motion Graphics with After Effects: Essential and Advanced Techniques" Chris Meyer, Trish Meyer. 2010	
Course additional literature:	-	
Course confirmation date:	08.12.2017.	
Date of course description update:		

Study Course Plan:

Date	Theme	Academic hours		Study Form
		Contact hours	Independent work hours	
	Basic animation techniques and their applications. Layer management. Models, masks and mattes. Orientation in 3D environment, camera and light basics and installation. Building hierarchies, basics and maintenance. Text Creation, Formatting and Animation.	10	28	Theoretical lecture. Practical work.
	Effects and presets. Colour management. Time and tracking, motion stabilization. Working with audio, expressions, file importing and integration. Rendering and exporting.	10	28	Theoretical lecture. Practical work.
	Final examination	4		Final examination.
	Total:	***24***	***56***	