

GRA228L : Motion Graphics

This course introduces the fundamental principles of expression through movement in time, sequential composition editing, and image sequence and as well as sound integration, editing and story structure using current digital software. Students explore the techniques and software to incorporate illustrations and graphics into moving animated designs in both 2D and 3D using Blender, Photoshop, and other current software for gaming designs. Students develop sketches for a series of short projects to apply basic animation principles.

Credits 3

Lab Hours 3

Class Hours 2

Prerequisite Courses

[GRA120L: Design Software Essentials](#)

[GRA136L: Digital Illustration](#)