

## ART255 : Graphic Design: Motion Interface Design

### General Information

Author:	<ul style="list-style-type: none"><li>Rebecca Hillquist</li></ul>
Course Code (CB01) :	ART255
Course Title (CB02) :	Graphic Design: Motion Interface Design
Department:	ART
Proposal Start:	Spring 2025
TOP Code (CB03) :	(1030.00) Graphic Art and Design
CIP Code:	(50.0409) Graphic Design.
SAM Code (CB09) :	Clearly Occupational
Distance Education Approved:	No
Will this course be taught asynchronously?:	No
Course Control Number (CB00) :	CCC000590061
Curriculum Committee Approval Date:	02/28/2024
Board of Trustees Approval Date:	04/16/2024
Last Cyclical Review Date:	02/28/2024
Course Description and Course Note:	ART 255 is a visual motion interface course focusing on the application of motion within an interface to enhance design communication. Students will conceptualize, design and produce solutions using motion and interactivity through a series of assigned projects. Projects will also address narrative storytelling, graphics, typography and are appropriate for inclusion within a graphic design portfolio. The primary software used is Adobe Animate.
Justification:	Mandatory Revision
Academic Career:	<ul style="list-style-type: none"><li>Credit</li></ul>
Author:	<ul style="list-style-type: none"><li>Rebecca Hillquist</li></ul>

### Academic Senate Discipline

Primary Discipline:	<ul style="list-style-type: none"><li>Art</li></ul>
Alternate Discipline:	<ul style="list-style-type: none"><li>Photography</li></ul>
Alternate Discipline:	<ul style="list-style-type: none"><li>Photographic Technology/ Commercial Photography</li></ul>

### Course Development

Basic Skill Status (CB08) Course is not a basic skills course.	Course Special Class Status (CB13) Course is not a special class.	Grading Basis <ul style="list-style-type: none"><li>Grade with Pass / No-Pass Option</li></ul>
<input type="checkbox"/> Allow Students to Gain Credit by Exam/Challenge	Pre-Collegiate Level (CB21) Not applicable.	Course Support Course Status (CB26) Course is not a support course

## Transferability & Gen. Ed. Options

### General Education Status (CB25)

Not Applicable

### Transferability

Transferable to both UC and CSU

### Transferability Status

Approved

## Units and Hours

### Summary

<b>Minimum Credit Units (CB07)</b>	3
<b>Maximum Credit Units (CB06)</b>	3
<b>Total Course In-Class (Contact) Hours</b>	90
<b>Total Course Out-of-Class Hours</b>	72
<b>Total Student Learning Hours</b>	162

### Credit / Non-Credit Options

#### Course Type (CB04)

Credit - Degree Applicable

#### Noncredit Course Category (CB22)

Credit Course.

#### Noncredit Special Characteristics

No Value

#### Course Classification Code (CB11)

Credit Course.

Variable Credit Course

#### Funding Agency Category (CB23)

Not Applicable.

Cooperative Work Experience  
 Education Status (CB10)

### Weekly Student Hours

	In Class	Out of Class
Lecture Hours	2	4
Laboratory Hours	3	0
Studio Hours	0	0

### Course Student Hours

<b>Course Duration (Weeks)</b>	18
<b>Hours per unit divisor</b>	0
<b>Course In-Class (Contact) Hours</b>	
Lecture	36
Laboratory	54
Studio	0
<b>Total</b>	90
<b>Course Out-of-Class Hours</b>	
Lecture	72
Laboratory	0
Studio	0
<b>Total</b>	72

## Time Commitment Notes for Students

No value

## Units and Hours - Weekly Specialty Hours

Activity Name	Type	In Class	Out of Class
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No Value	No Value	No Value	No Value
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## Pre-requisites, Co-requisites, Anti-requisites and Advisories

### Prerequisite

ART250 - Graphic Design: Interface Fundamentals (in-development)

#### Objectives

- Use planning and layout techniques to create Interface designs.
- Create and optimize Interface graphics.
- Create button graphics and prepare for export into other software.
- Identify and apply color as an Interface design element.
- Create typography appropriate for application within Interface design.
- Create and prepare animated elements for inclusion in Interface design projects.
- Analyze image quality and determine necessary enhancements.

OR

### Co-Requisite

ART250 - Graphic Design: Interface Fundamentals (in-development)

## Entry Standards

Entry Standards

## Course Limitations

Cross Listed or Equivalent Course

## Specifications

Methods of Instruction

Methods of Instruction	Lecture
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Methods of Instruction Laboratory

Methods of Instruction Discussion

Methods of Instruction Collaborative Learning

Methods of Instruction Demonstrations

### Out of Class Assignments

- Individual projects (e.g. story boarding, frame by frame animation key frames and tween animation)
- Individual or group projects (e.g. scripting for design elements and interface control to include looping, rotation, transformation over time, and triggering the loading of specified content)
- Multimedia (e.g. demonstrating responsive animation design for web and device, user interface requirements, and user experience standards)

### Methods of Evaluation

### Rationale

Project/Portfolio

Web and device projects (e.g.: creation of objects with paint tools, and animating symbols and instances)

Activity (answering journal prompt, group activity)

Peer review of student work (e.g. web and device project presentations and project critiques)

Exam/Quiz/Test

Midterm exam

Presentation (group or individual)

Final applied practicum

### Textbook Rationale

No Value

### Textbooks

Author	Title	Publisher	Date	ISBN
Joseph Labrecque	Mastering Adobe Animate 2023: A comprehensive guide to designing modern, animated, and interactive content using Animate	Packt Publishing	February 3, 2023	978-1837636266

### Other Instructional Materials (i.e. OER, handouts)

No Value

### Materials Fee

No value

# Learning Outcomes and Objectives

## Course Objectives

Apply responsive design animation principles.

Apply graphic design principles within animation projects.

Apply document attributes.

Create and modify objects and type with tools.

Import image, sound, and video files into the in-use application.

Create and modify layers.

Create and modify symbols and instances.

Evaluate client and user needs.

Apply evaluation of user and client needs within Web motion graphic creation.

## SLOs

**Create animation and interactivity for web pages.**

Expected Outcome Performance: 70.0

<i>ILOs</i> Core ILOs	Analyze and solve problems using critical, logical, and creative thinking; ask questions, pursue a line of inquiry, and derive conclusions; cultivate creativity that leads to innovative ideas.
	Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.
<i>ART</i> Art - Certificate	Define and use core concepts in 2D and 3D art
	Demonstrate skill in a broad range of media, materials and processes
<i>ART</i> Art - A.S. Degree Major	Define and use core concepts in 2D and 3D art
	Demonstrate skill in a broad range of media, materials and processes
<i>ART</i> Studio Arts	Demonstrate intermediate mastery in a range of 2D/3D visual media
	Employ basic concepts in 2D design and drawing, or 3D design and drawing-for-sculpture; create portfolio ready, original artworks
<i>ART</i> Graphic Design - A.A. Degree Major	Develop and incorporate critical elements of Graphic Design curriculum
	Develop and incorporate industry standards of technical elements of Graphic Design

<i>ART</i> Visual Arts: Graphic Design - A.A. Degree Major (NIC)	Develop and incorporate critical elements of Graphic Design curriculum
	Develop and incorporate industry standards of technical elements of Graphic Design
<i>ART</i> Graphic Design - Certificate	Develop and incorporate critical elements of Graphic Design curriculum
	Develop and incorporate industry standards of technical elements of Graphic Design
<i>ART</i> Animation - A.S. Degree Major (NAS)	Retrain themselves to diversify their work options within animation, gaming, or visual effects
<b>Demonstrate and evaluate interactivity and animation for web and device projects.</b>	
Expected Outcome Performance: 70.0	
<i>ILOs</i> Core ILOs	Analyze and solve problems using critical, logical, and creative thinking; ask questions, pursue a line of inquiry, and derive conclusions; cultivate creativity that leads to innovative ideas.
<i>ART</i> Art - Certificate	Define and use core concepts in 2D and 3D art
	Demonstrate skill in a broad range of media, materials and processes
<i>ART</i> Art - A.S. Degree Major	Define and use core concepts in 2D and 3D art
	Demonstrate skill in a broad range of media, materials and processes
<i>ART</i> Graphic Design - A.A. Degree Major	Develop and incorporate critical elements of Graphic Design curriculum
	Develop and incorporate industry standards of technical elements of Graphic Design
<i>ART</i> Visual Arts: Graphic Design - A.A. Degree Major (NIC)	Develop and incorporate critical elements of Graphic Design curriculum
	Develop and incorporate industry standards of technical elements of Graphic Design
<i>ART</i> Graphic Design - Certificate	Develop and incorporate critical elements of Graphic Design curriculum
	Develop and incorporate industry standards of technical elements of Graphic Design
<i>ART</i> Animation - A.S. Degree Major (NAS)	Retrain themselves to diversify their work options within animation, gaming, or visual effects

## Course Content

### Lecture Content

#### Introduction of Web and Mobile Animation Design Concepts (3 hours)

- Principles of interactive design
- Responsive design standards
- Current Web and Mobile content within a historical Web perspective

#### Introduction to Application Interface (1 hours)

#### Setting Up Document Attributes (2 hours)

#### Creating Objects with Paint Tools (3 hours)

- Introducing toolbox and paint tools
- Creating, breaking, joining, deforming, and transforming objects Creating and manipulating fills and strokes
- Making selections
- Setting color attributes
- Grouping and ungrouping objects

#### Working with the Type Tool (2 hours)

- Setting and manipulating type attributes
- Converting type into an object
  - Breaking, joining, deforming, transforming
  - Setting color attributes
  - Manipulating fill and stroke

- Grouping and ungrouping

### **Importing Files (2 hours)**

- Vectors
- Bitmaps
- Sound
- Video

### **Working in Layers (2 hours)**

- Creating and editing
- Creating and modifying mask layers
- Working in layer states

### **Symbols and Instances (4 hours)**

- Symbol use and type
- Creating, enabling, editing symbols
- Symbol library
- Creating and modifying instances
- Breaking apart instances

### **Animating Symbols and Instances (5 hours)**

- Setting up a scene
- Animating with the timeline
  - Frames
  - Keyframes
- Animating using tweening
  - Position
  - Rotation

### **Evaluation and debugging (4 hours)**

### **Publication techniques (8 hours)**

**Total hours: 36**

### **Laboratory/Studio Content**

#### **Analysis and application of: (54 hours)**

- Motion design principles
- Responsive animation design
- Appropriate frame rates
- User experience design principles
- Client and user requirements
  - Typography
  - Color
  - Composition
- Motion graphic element management

**Total hours: 54**

### **Additional Information**

Is this course proposed for GCC Major or General Education Graduation requirement? If yes, indicate which requirement in the two areas provided below.

No

#### **GCC Major Requirements**

No Value

#### **GCC General Education Graduation Requirements**

No Value

#### **Repeatability**

Not Repeatable

Justification (if repeatable was chosen above)

No Value



## Resources

Did you contact your departmental library liaison?

No

If yes, who is your departmental library liaison?

No Value

Did you contact the DEIA liaison?

No

Were there any DEIA changes made to this outline?

Yes

If yes, in what areas were these changes made:

- Course Description
- Course Content
- SLO's
- Textbook(s)

Will any additional resources be needed for this course? (Click all that apply)

- No

If additional resources are needed, add a brief description and cost in the box provided.

No Value