

## MOTION DESIGN II

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### COURSE SYLLABUS

Fort Hays State University  
College of Arts, Humanities, and Social Sciences  
Department of Art and Design  
Thomas Giebler

01

COURSE INFORMATION

### ART 475 - Motion Design II

Credit Hours // 3.0

Semester & Year // Spring 2026

Course Prerequisites // ART 651 - Motion Design I

Location of Class // AD 202 (*Schmidt Foundation Center for Art and Design, Room 202*)

Class Time // Monday/Wednesday/Friday - 10:30pm - 12:20pm

02

INSTRUCTOR INFORMATION

Thomas Giebler  
Assistant Professor of Motion Design & Animation  
Office: Schmidt Foundation Center for Art and Design, Room 211  
Office Hours: By appointment; [calendly.com/tjgiebler2](https://calendly.com/tjgiebler2)



[tjgiebler2@fhsu.edu](mailto:tjgiebler2@fhsu.edu)  
785.628.4435 (office)

[tahemus.com](https://tahemus.com) - view for education and professional experience details

### ART & DESIGN DEPARTMENT OFFICE

Lauren Sargent  
Administrative Assistant  
Office: Schmidt Foundation Center for Art and Design, Room 119  
Office Hours: Weekdays 8:00am - 4:30pm

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## MOTION DESIGN II

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COURSE SYLLABUS

03

TEXTBOOK AND COURSE MATERIALS

### **Technology Requirement:**

All students enrolled at Fort Hays State University are expected to have a computer\* for use in a variety of university learning experiences. **\*On-campus students are expected to have a personal external hard drive (SSD preferred).**

TigerTech only provides assistance with accessing and using FHSU hosted systems and University-owned equipment. FHSU does not sell computers and does not provide computer repair for student devices.

### **Hardware:**

To meet basic security, networking, and upgrade requirements, your computer should be running Windows 7 (or newer) or Mac OS X (or newer). Ideally, your computer's warranty should be supported by the manufacturer throughout your college career. Chromebooks and iPads are not recommended for use as your primary device due to limited functionality. Ask your instructor or academic department to learn about any specific technology requirements that may apply for each course in which you are enrolled.

### **Software:**

Enrolled students at FHSU can take advantage of a variety of options to get FREE and/or discounted software for use on personal devices at [www.fhsu.edu/tigertech/software/](http://www.fhsu.edu/tigertech/software/). If you have any technical issues, contact FHSU TigerTech 785-628-3478, notify to the instructor.

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Motion design and animation requires some horsepower when it comes to hardware and software. The computers in either design department laboratories are sufficiently updated and should be utilized as much as possible for student projects.

04

COURSE DESCRIPTION

The world of motion design is expanding every day. Projects that use to be static—like billboards, menus, and digital ads—now require a motion designer to execute. The trend will only increase as the internet and cellular speeds increase to the point where every designer will need to have some motion training. Motion Design II expands on the principles of motion graphics and adds character animation, 3D basics in Cinema 4D, advanced compositing, and some motion tracking and visual effects. This class will push design and graphic storytelling and challenge students to create purposeful content that communicates a precise topic.



## MOTION DESIGN II

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COURSE SYLLABUS

05

### COURSE LEARNING OUTCOMES

**After completing this course, students will be able to**

- Demonstrate advanced 2D animation techniques
- Create basic real-time animations and simulations
- Execute successful character animations
- Apply third party particle and lighting effects
- Identify scenes for motion tracking and apply trackers
- Explain the story behind their animations and designs
- Apply proper file organization
- Create a cohesive system of design products

**Prerequisites:**

Motion Design II is an intermediate level motion design course, and students should have some experience with animation techniques, concepts, and primary software, including Adobe After Effects. We recommend taking Motion Design I before enrolling in this course.

**Course Expectations:**

To be successful in this course, students will be expected to:

- Deliver projects with a cohesive idea or design concept
- Meets the requirements of the given assignment
- Appropriately justify story and design concepts in their own work - Compare and contrast personal ideas with the work of others
- Apply critical thinking and judgment in order to solve problems
- Manage time, plan for projects, and be present for class activities.

06

### TEACHING, LEARNING METHODS, & COURSE STRUCTURE

**Blackboard**

This tool is a university standard and will serve as the central hub for this class. Here you will find announcements, project information, links to video content, and more. Blackboard is also where you will turn in assignments. So, for this class, it will often require uploading a video within the relevant project module. Blackboard is good about sending alerts, but it is always good to check the course page early and often.



## **MOTION DESIGN II**

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### COURSE SYLLABUS

#### **Panopto**

Used in connection with Blackboard, Panopto is a video service that will host example videos, reels of relevant work, or any other video necessary for the course. Short tutorials and other video content will also be served with Panopto.

#### **Instructional Approach & Course Structure:**

The instruction in this course centers around mastering animation and design skills through advanced techniques. The Lessons will rotate between lectures on design and methods to best practices, workshop-based software instruction, and stories from real-world experiences on video production sets. The following is a breakdown of how the course is structured.

- The structure of the course revolves around (3) core projects and (1) final assignment.
- Projects post in the Learning Modules section on Blackboard along with a pdf information sheet for downloading.
- Once complete, students are required to upload projects within the appropriate assignment module before the deadline. - Students will present work for critique in a classroom setting.
- Scheduled class sessions consist of lectures and software demonstrations delivered in-person.
- Recorded class sessions will post for study and reference.
- Additional curriculum includes hands-on equipment demonstrations, workshops, and guest speakers.
- Adobe After Effects, Rive, and Adobe Media Encoder are the primary software programs taught in this course.

#### **NOTES:**



## MOTION DESIGN II

COURSE SYLLABUS

07

COURSE SCHEDULE

This schedule is tentative and might change during the semester depending on how the course evolves. The content is subject to change depending on students' interest and progress. Students will be notified of the changes through announcements either in the class or at the Blackboard course site.

WEEK/DATES	TOPICS/LESSONS	PROJECTS
WEEK 1 Jan. 19	<b>Objective:</b> Overview of the course and reintroduction into Motion Graphics and animation.	
WEEK 2 Jan. 26	<b>Objective:</b> Master motion paths with the graph tools, and explore the principles of animation in more detail.	<b>Project 1</b> <b>THE POWER OF NUMBERS</b>
WEEK 3 Feb. 2	<b>Objective:</b> Explore other methods of working with typography.	
WEEK 4 Feb. 9	<b>Objective:</b> Character animation techniques.	
WEEK 5 Feb. 16	<b>Objective:</b> Character animation techniques.	
WEEK 6 Feb. 23	<b>Objective:</b> Basic introduction to working with 3D objects and layers.	
WEEK 7 March 2	<b>Objective:</b> Discuss the production and on-set components of motion design projects that use live-action footage.	<b>Project 2</b> <b>MEDIA TRAILER OR VISUAL POEM</b>
WEEK 8 March 9	<b>Objective:</b> Demonstrate additional capabilities of After Effects, including VFX and Compositing.	
WEEK 9	<b>SPRING BREAK</b>	
WEEK 10 March 23	<b>Objective:</b> Reset, review, and discuss projects.	
WEEK 11 March 30	<b>Objective:</b> Explore plug-ins and advanced effect stacking/workflows.	<b>Project 3</b> <b>INTANGIBLY TANGIBLE</b>
WEEK 12 April 6	<b>Objective:</b> Introduction to Rive.	
WEEK 13 April 13	<b>Objective:</b> Continue exploring the basics of Rive.	
WEEK 14 April 20	<b>Objective:</b> Discuss organizational approaches for working in a collaborative environment.	
WEEK 15 April 27	<b>Objective:</b> Final project work.	<b>Project 4</b> <b>FINAL - SHOW TITLES</b>
WEEK 16 May 4	<b>Objective:</b> Final project work.	
WEEK 17 May 11	<b>Objective:</b> Finals Week.	

## MOTION DESIGN II

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### COURSE SYLLABUS

08

#### ASSESSMENT METHODS AND GRADING SCALE

There are 1000 points for this course. The grade you earn for this course depends on the total number of points you earn throughout the semester. The assessment methods and grading scale are as follows:

Assessment Methods	How Many	Unit Points	Total Unit Points	Percentage
Participation	N/A	N/A	150	15%
Standard Projects	3	200	600	60%
Final Project	1	250	250	25%

- = A (90% and above)
- = B (80%-89%)
- = C (70%-79%)
- = D (60%-69%)
- = U (below 60%)

09

#### STUDENT HELP RESOURCES

Students have access to academic services, technical support and student services at Fort Hays State University. You can find the resources online at [FHSU Blackboard Student Tutorials](#). For more information you can contact TigerTech at 785-628-3478 or [FHSU TigerTech](#)

10

#### COURSE POLICIES

##### **Class Attendance/Participation:**

It is your responsibility to attend class on time and consistently. The instructor will post updates on Blackboard, but if you miss class, you will inevitably miss crucial information. In addition, attendance will be regularly recorded and factored into the overall grade.

*More than three unexcused absences during the semester will result in A FULL LETTER GRADE down for every additional absence for the final grade. Tardies are equivalent to half an absence.*

##### **Assignment Due Date:**

Unless prior arrangements are made, all projects are due by start of class on the noted day. For every day late a project is turned in, the equivalent of one letter grade worth of points will be deducted from the total grade. Students arriving late to a critique will critique one-on-one with the instructor, after class.

## MOTION DESIGN II

---

### COURSE SYLLABUS

**Procedures for Assignment Submission:**

Each project will have an associated Learning Module on Blackboard. Students will be required to upload their finished project in the appropriate place before the due date.

**Fees:**

This course has no additional art fees.

**Other Policies:**

Academic integrity is essential. Students are expected to find inspiration, but if you directly copy existing work, severe penalties will be enforced.

Unless using a mobile device for research or taking notes, please keep them silent and out-of-reach.

11

UNIVERSITY POLICIES

- Academic Honesty

- Attendance

- Withdrawal

- Student Accessibility Services

- Health and Wellness Services

**- Title IX Policy :** FHSU is committed to fostering a safe and productive learning environment. Title IX makes it clear that violence and harassment based on sex, gender, and gender identity are Civil Rights offenses subject to the same kinds of accountability and the same kinds of support applied to offenses against other protected categories such as race, national origin, etc. This includes all types of gender and relationship violence, sexual harassment, sexual misconduct, domestic and dating violence, and stalking. If you wish to report an incident or have questions about school policies and procedures regarding Title IX issues, please contact Laurie Lerrick, University Compliance Officer and the FHSU Title IX Coordinator, at [lelerrick@fhsu.edu](mailto:lelerrick@fhsu.edu) or (785) 628-4175. The Compliance Officer can help connect you to campus and outside resources, discuss all of your reporting options, and assist with any concerns you may have.

- Career Services

- Technology Services