FORT HAYS STATE UNIVERSITY
DEPARTMENT OF ART AND DESIGN

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MOTION PORTFOLIO

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

01 **COURSE INFORMATION**

ART 648 B - Motion Portfolio

Credit Hours // 3.0
Semester & Year // Spring 2024
Course Prerequisites // All Motion Design & Animation Courses
Location of Class // AD 202 *(Schmidt Foundation Center for Art and Design, Room 202)*
Class Time // Tuesday/Thursday - 12:30 PM — 3:20 PM

02 **INSTRUCTOR INFORMATION**

Thomas Giebler
Assistant Professor of Motion Design & Animation
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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 laptop to ensure mobility.**

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/. If you have any technical issues, contact FHSU TigerTech 785-628-3478, notify to the instructor.

Motion design and animation require 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**

This course allows students to continue to develop their motion design and animation skills through project-oriented exploration. By nature, the class will be individualized to each student, addressing problems and learning outcomes as they arise. Lectures and demos will be given as needed, focusing on advanced techniques and emerging technology/workflows; however, the emphasis will be on refining and curating your work and skill. To a degree, learning will be tailored to your unique interests and needs. By the end of the course, a student should be job-ready, having at least three solid animation samples and a demo reel showcasing their best work.

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05   COURSE LEARNING OUTCOMES

After completing this course, students will be able to

- Ideate engaging concepts and stories, executing them through a kinetic format
- Deploy advanced animation and post-processing skills to motion design projects
- Follow and have a grasp of general protocol for creating an animated project
- Have confidence in their own animation abilities
- Take pride and ownership of their work

Prerequisites:
Motion Portfolio is an advanced level course, and students should have plenty of experience with design techniques, concepts, and primary software, including After Effects, Cinema 4D, Premiere Pro, and the rest of the Adobe suite. The course is an opportunity to continue to refine one's animation skills and to prepare content that is high caliber, ready to begin life outside of academia.

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.*

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VidGrid

Used in connection with Blackboard, VidGrid 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 VidGrid.

Instructional Approach & Course Structure:

The instruction in this course centers around advancing animation and design skills through advanced techniques. The Lessons will rotate between lectures on design and method to best practices, workshop-based software instruction, and stories from real-world experiences. 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 are posted in the Learning Modules section on Blackboard, including requirements and deadlines.
• 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.

NOTES:

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07 **COURSE SCHEDULE**

This schedule is tentative and might change during the semester.
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.

By nature, this course is comprised of open-ended projects. They will give a student either the option to rework an existing project or create an entirely new one. The final project will be creating a demo reel that consists of snippets from one's body of work.

Deadlines and project specifications will be posted to Blackboard. A loose outline follows as so:

• **Project 1:** Rework (4 weeks)

All students will begin the semester by reworking an old project. It is recommended that a relatively complete project is chosen, one that just needs a final layer of polish. This project has the shortest turn around time.

• **Project 2:** Rework or Storyteller (5 weeks)

Students have the option to rework an old project or create a new one. This new project will be story/narrative based. The goal of the project will be to tell a story visually rather than focusing on trying to advertise or bring awareness to something.

• **Project 3:** Rework or Advertisement (5 weeks)

Students have the option to rework an old project or create a new one. This new project will be purpose-driven. The goal of the project will be to create awareness, bring attention to, or simply advertise a product or idea.

• **Final:** Demo Reel + Fillers (3 weeks)

The final will be creating a demo reel to showcase your work. Students will pull from all their past projects and personal work to grab small snippets of animation that showcase their best work. Demo reels should focus on the type of work you want to be doing. Students are expected to fill out their demo reel as needed if the existing work is insufficient.

*Project expectations will be discussed with students individually. Some projects might need small tweaking, and so, will require additional animated content to be produced as opposed to a project that needs a complete overhaul.

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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	100	10%
Standard Projects	3	250	750	75%
Final Project	1	100	150	15%

= 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.

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.

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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 - Kelly Center Support 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 Amy Schaffer, University Compliance Officer and the FHSU Title IX Coordinator, at alschaffer@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

- Smarthinking

Disclaimer: The instructor reserves the right to make modifications to this information throughout the semester.