### REQUIRED TEXT: NONE

### OPTIONAL RESOURCES:

### PURPOSE OF COURSE:
This course teaches the understanding and creation of contemporary visual effects work. We will cover both the science and art of visual effects covering graphic design for motion graphics (including typography), traditional techniques (storyboarding, mattes, masks, adjustment layers), chromakey compositing, basic 2D animation, motion matching for 2D and 3D shots. Production workflows and client management will also be covered. The skills learned will be useful in pursuing a career in many media industries, including television, cinema, and games.

### COURSE GOALS AND/OR OBJECTIVES:
By the end of this course, students will:

1. Understand and apply principles of design for motion graphics in an aesthetic manner.
2. Learn techniques of contemporary visual effects work, including professional workflow and client management.
3. Employ concepts of media representations to fashion visual effects work in an aesthetic way.
4. Creatively imagine and make a professional-level digital media project that may be added to a reel.