

Course Title	Motion Design II				
Course Code	GRD345				
Course Type	Elective				
Level	Bachelor (1 <sup>st</sup> Cycle)				
Year / Semester	3 <sup>rd</sup> Year/ 6 <sup>th</sup> Semester or 4 <sup>th</sup> Year/ 8 <sup>th</sup> Semester				
Teacher's Name	TBA				
ECTS	6	Lectures / week	3 hours/14 weeks	Laboratories / week	N/A
Course Purpose and Objectives	<p>This course aims to build on the knowledge of motion techniques and software learned in Motion Design I. This course is specifically designed to acquaint students with the development of a dynamic visual vocabulary and with movement supported by innovative use of sound. Students develop complex motion graphic and broadcasting design films using professional production methods and industry standard software. In some projects of this course students are required to collaborate with the Music program students. Focusing on and exploring the basic principles of motion design, students are encouraged to critically analyze commercial motion graphic pieces.</p>				
Learning Outcomes	<p>Upon successful completion of this course students are expected to:</p> <ul style="list-style-type: none"> <li>• Creatively design and produce dynamic motion design film.</li> <li>• Integrate design principles in the production of designing films with movement, and considering the constraints of the video format.</li> <li>• Demonstrate a creative mastery of motion graphics in creating a comprehensive moving image of original work.</li> <li>• Develop problem-solving skills as motion designing, typography, lights, colour correction, cameras and action timing.</li> <li>• Critically analyze commercial works.</li> <li>• Manage creative process and visual communication problem solving skills in the development of motion graphics from concept to final product.</li> </ul>				
Prerequisites	GRD315	Co-requisites	None		
Course Content	<ul style="list-style-type: none"> <li>• Advance Motion Techniques.</li> <li>• Cinematography theories.</li> <li>• Creating the Visual Structure of Film, TV and Digital Media.</li> <li>• Compositing visual effects.</li> </ul>				

	<ul style="list-style-type: none"> <li>• Advance editing / compositing software (Adobe after Effects, Adobe Premiere, Adobe Soundbooth, Adobe Encore).</li> <li>• Sound design.</li> <li>• Choreographing animation.</li> <li>• Output modules, Advance Rendering and post-productions.</li> </ul>								
Teaching Methodology	<p>Lectures</p> <p>Work in Groups</p> <p>Individual Tutoring</p> <p>Critiques</p> <p>Independent learning</p> <p>Software Tutorials</p> <p>Excursions/Visits</p> <p>Presentations</p>								
Bibliography	<p><u>English Bibliography:</u></p> <p>Duckett, G. <i>Sound Design: Questions and Answers</i>. George Duckett</p> <p>Shaw, A. <i>Design for Motion: Fundamentals and Techniques of Motion Design</i>. Routledge</p> <p>Dopress. <i>Moving Graphics: New Directions in Motion Design</i>. Promopress.</p> <p>Taylor, A. <i>Design Essentials for the Motion Media Artist: A Practical Guide to Principles &amp; Techniques</i>. Routledge</p> <p>Braha Y., Byrne, B. <i>Creative Motion Graphic Titling for Film, Video, and the Web: Dynamic Motion Graphic Title Design</i>. Goodreads Author</p> <p><u>Greek Bibliography:</u></p> <p>Michel, C. <i>Ο ήχος στον κινηματογράφο</i>. Εκδόσεις Πατάκη</p>								
Assessment	<table border="1"> <tr> <td>Major Project</td> <td>40%</td> </tr> <tr> <td>Assignments</td> <td>50%</td> </tr> <tr> <td>Class Participation and Attendance</td> <td>10%</td> </tr> <tr> <td><b>Total</b></td> <td><b>100%</b></td> </tr> </table>	Major Project	40%	Assignments	50%	Class Participation and Attendance	10%	<b>Total</b>	<b>100%</b>
Major Project	40%								
Assignments	50%								
Class Participation and Attendance	10%								
<b>Total</b>	<b>100%</b>								
Language	English								