

THE LEADER IN GLOBAL EDUCATION

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**FAIRLEIGH  
DICKINSON  
UNIVERSITY**

### **Motion Graphics Spring 2026**

**Course Number and Section:** ANIM\_1750\_31 Spring 2026

**Course Name:** Motion Graphics

**Instructor Name:** Frank Ippolito

**Instructor Email:** [fip@fdu.edu](mailto:fip@fdu.edu)

**Number of Credit Hours:** 3 Credits

**Term Period:** Spring, January 21 , 2025 to May 08, 2026

**Meeting Time:** Wednesdays from 11:15 AM – 1:45 PM

**Office Hours:** Wednesdays 11 AM – 11:15 AM by prior appointment only

#### **COURSE DESCRIPTION:**

This is a studio course in Motion Graphics. This course explores the field of motion design using Adobe After Effects, Photoshop, and Illustrator, along with powerful suite of plug-ins from Red Giant/Trapcode. Students will learn to develop both text-driven and non-verbal concepts into short animations that tell stories, give information, and evoke a feeling. Students will learn to transform a variety of 2D and 3D elements within the composition such as particles, still images, graphics, dynamic text, and video elements. Additionally, they will learn how to build out a concept... from the initial brief, to the style frame, to the storyboard, to the animatic, and on to a finished production.

#### **COURSE LEARNING Outcomes:**

At the successful conclusion of this course, students will have mastered:

1. The understanding of the principles employed in creating moving text and images that tell a story over time.
2. The ability to develop and work within a digital environment to create animations.
3. The basic understanding of visual storytelling and narrative through images.
4. The ability to communicate complex concepts employed in video production using only simple images, graphics, and text.
5. The development of powerful and impactful motion graphics in a variety of settings.
6. How to participate in oral critiques.
7. How to time manage as per professional animation pipelines.

**Class Website:** <http://www.digisessions.com/Mograp/mOtion-graphics.html>

**Prerequisite:** None

**Lab Fee:** \$50

### **INSTRUCTIONAL PROCEDURES**

Lectures, demonstrations, and instructions.

Critiques and group discussions.

Class direction on projects and one on one individual development.

### **REQUIRED RESOURCES:**

1. It is essential that you have large capacity removable media with you during class.
2. The Software Applications required: Adobe Photoshop, After Effects, and Illustrator.

**Important Note:** File management is an essential aspect of digital production. Students are required to back up their work in a safe place. This includes images and project files being incorporated into your project. Loss of files is not an excuse to hand a project in late. Projects left on the hard drive of the FDU computers without backup may be subject to removal which will result in permanent loss of work (i.e. the project must be recreated by the student.)

### **MINIMUM TECHNICAL SKILLS EXPECTED**

1. Photoshop basic skills.
2. Communicate and send assignments via email.
3. Create a basic account on Behance.net to house assignments.
4. Upload and download compressed files and decompress as needed.

**NOTE:** A minimum of 4 hours of time outside of class is required each week to practice techniques and to work on individual projects. Any problems or questions can be raised in class and addressed either as a group lesson or on an individual basis. More time spent on projects will ultimately enhance the quality of your work. Additional individual help beyond the class time is available and can be scheduled upon request.

### **EVALUATION:**

The final class grade will be based upon:

1. Projects and Assignments.
3. The Final Project.
4. Attendance, In Class Participation and Extra Credit Work.

*Projects handed in late for any reason will be graded down for lateness by 10% for each week.*

All important information such as past lecture notes and assignments can be found in the Archive section of the class website.

## Withdrawal Policy

Students are allowed to withdraw from a class without academic penalty through the ninth week of the course (during regular semesters). Forms for withdrawing from courses are available at the campus Office of Enrollment Services and require the student's signature to be processed. A student's failure to officially withdraw from a course will result in a grade of "F" being given for the course. Nonattendance does not constitute an official withdrawal. If a student withdraws within the official nine week period, he or she will receive a grade of "W." Faculty will be notified by the Office of Enrollment Services of all official withdrawals, and the Final Grade Roster will have the withdrawal as a final grade for the course. Withdrawal after the ninth week is not allowed except for documented exceptional circumstances—such as verifiable medical reasons. In such cases, approval for withdrawal must be obtained from the instructor, department chair/school director, and the dean of the college. It is not possible to withdraw from class because of academic failure after the ninth week of the course.

## GRADING POLICY:

The final weighted grade average will be based on 100% effort (shown incrementally):

Project Homework : ( 12 Assignments in total)

1. Projects and Assignments = 60 %
2. Midterm = 20%
3. The Final Project = 30 %
4. Attendance, In-Class Participation and Extra Credit Work = 10 %

The skills, originality, creativity, attention to detail, and ability to follow specifications that are reflected in your assignments will constitute the grade for each milestone of the project. An average of your accumulated grades and attendance will comprise your final grade for the semester. Poor attendance will be reflected in your final grade.

GRADING SCALE (Letter Grades: GPA Points vs. Numeric Percentage):

|              |    |  |        |    |
|--------------|----|--|--------|----|
| 100-90%      | A  |  | 79-75% | C+ |
| 89-85%       | B+ |  | 74-70% | C  |
| 84-80%       | B  |  | 69-60% | D  |
| Below 60 = F |    |  |        |    |

## PARTICIPATION

Work handed in late will affect the grade of the assignment. Attendance is mandatory. Absences will be reflected in your final grade. More than three (3) absences will result in an **F** for your final grade. If you miss a class you need to make up any classwork from that session.

If you come after attendance was taken, at the beginning of class, you will be marked late. Two lateness will equal one (1) absence. Leaving a class early by one hour or more is equivalent to one absence. Leaving a class 30 minutes before class is dismissed is equivalent to a lateness. In the event of an emergency, contact me immediately to explain the absence.

**Week 1: Introduction to Motion Design / Review of Photoshop**

**Week 2: Motion Design Workflow**

**Week 3: 10 Principles of Motion Design / Intro to After Effects**

**Week 4: Working with Shapes**

**Week 5: Animating Lines**

**Week 6: Text Animators**

**Week 7: Text Animators Hacked!**

**\*\*\*\*\* Spring Break\*\*\*\*\***

**Week 8: Midterm Review**

**Week 9: Effects and Plug-ins**

**Week 10: Advanced Animation**

**Week 11: Audio Driven Motion**

**Week 12: Advanced Editing**

**Week 13: Final Project Assigned**

**Week 14: Final Project Production**

**Week 15: Final Presentation**

**FDU's Statements on Disability Services and Discrimination**

<https://www.fdu.edu/about/university-leadership-offices/university-provost/fdu-syllabus-policy/nj/>

**Changes to this syllabus are possible and at the instructor's discretion.**