

# VISUAL COMMUNICATIONS (206)

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**206-104 - Interactive Design and Authoring**

Design/develop original vector-based artwork, type and animations using Adobe Animate CC software including an introduction to navigational coding for movie control and interactivity. Incorporate imported graphics, music and video into HTML5 web animations. Develop skills outputting video mp4 movies and HTML5 Java Script files for web delivery.

3 Credit hours

36 Lecture hours

36 Lab hours

**206-106 - Introduction to the Interactive Media Industry**

Explores the Interactive Media industry including history, trends, career paths, opportunities and applications. Provides an introduction to the types of terminology, software/hardware and equipment used in the field. (Prerequisite: Completion of or concurrent enrollment in 890-101 College 101)

1 Credit hours

18 Lecture hours

**206-108 - Motion/Visual Effects**

An introductory examination of Adobe After Effects software that is used to create motion graphics and animation. Explores animating logos, motion tracking, and compositing video and animation. Focuses on keyframing, text animations, masking, and using alpha channels.

3 Credit hours

36 Lecture hours

36 Lab hours

**206-110 - Video/Sound Editing**

Covers fundamental techniques of capturing video and audio using professional video equipment. Explores video and audio editing utilizing Adobe Premiere-Pro software. Provides an introduction to lighting techniques, green screen techniques, syncing sound effects to video, and editing video to be used as storytelling medium.

3 Credit hours

36 Lecture hours

36 Lab hours

**206-115 - After Effects and Video Production**

After Effects and Video Production 2 is an intermediate After Effects class combined with an intermediate exploration into Video Production. The After Effects portion of the class will be a project-based course that explores intermediate techniques of motion graphic animations utilizing Adobe After Effects. Projects include logo, info-graphic, and special effect animations. The Video component of the class will explore advance lighting techniques as it applies to interviews and product promotions. Develop video production techniques as they further explore video as a storytelling medium. (Prerequisite: 206-104 Interactive Design and Authoring)

3 Credit hours

36 Lecture hours

36 Lab hours

**206-120 - Team Production**

Students work together in teams to design and create a final multimedia project for a business or internal customer. Emphasizes the project management process from pre-production to post production phases, teamwork, problem solving and decision making. (Prerequisites: 206-115 After Effects and Video Production or 207-128 3-D Animation 2; 207-130 Animation 2)

3 Credit hours

18 Lecture hours

72 Lab hours

**206-126 - Post-Production**

A project-based course that explores intermediate techniques of motion graphic animations utilizing Adobe After Effects. Projects include logo, info-graphic, and special effect animations. (Prerequisite: 206-108 Motion/Visual Effects)

3 Credit hours

36 Lecture hours

36 Lab hours