

Course Unit	Motion Design	Field of study	Audio-visual
Bachelor in	Game Design	School	School of Public Management, Communication and Tourism
Academic Year	2023/2024	Year of study	2
Type	Semestral	Semester	2
Workload (hours)	162	Contact hours	T - TP 30 PL 30 TC - S - E - OT - O -
		Level	1-2
		Code	8309-801-2204-00-23
		ECTS credits	6.0

T - Lectures; TP - Lectures and problem-solving; PL - Problem-solving, project or laboratory; TC - Fieldwork; S - Seminar; E - Placement; OT - Tutorial; O - Other

Name(s) of lecturer(s) **Ferdinando Jose Silvestre da Silva, Rita Carolina Morais da Costa**

Learning outcomes and competences

At the end of the course unit the learner is expected to be able to:

1. Assimilate and apply the knowledge of video editing.
2. Use tools for audiovisual editing (Adobe Premiere) and comprehend the conventional rules of montage.
3. Distinguish and apply the different phases for the implementation of the post-production process.
4. Apply the tools for animation and effects for video, motion design and games: Adobe After Effects.

Prerequisites

Before the course unit the learner is expected to be able to:
Not applicable.

Course contents

Concepts of montage theory: the history of the moving images (from silent film until digital games). Principles and practices of Adobe Premiere editing. Principles and practices of motion design in Adobe After Effects.

Course contents (extended version)

1. Introduction to theory and history of audiovisual montage:
 - History of montage in the moving images, since the birth of cinema until digital games.
2. Montage Practice: principles and advanced concepts in Adobe Premiere.
3. Introduction and development of basic motion design techniques in Adobe After Effects:
 - basic animation and effects; text creation; exploration of animation presets;
 - shape layers; masks; chroma; track motion;
 - introduction to the 3D world.
 - use of the software directed at games

Recommended reading

1. Dancyger, K. (2010). The Technique of Film and Video Editing (5th ed.). New York: Focal Press. [ISBN: 9780240813974]
2. Viveiros, P. (2003). A Imagem do Cinema: História, Teoria e Estética. Lisboa: Edições Universitárias Lusófonas. [ISBN: 9789728296933]
3. Murch, W. (2001). In the Blink of an Eye: a Perspective on Film Editing (2nd ed.). Los Angeles: Silman-James Press. [ISBN: 1-879505-62-2]
4. Krasner, J. (2008). Motion graphic design: applied history and aesthetics. Oxford: Focal Press. [ISBN: 9780240809892]
5. Cook, D. A. (2004). A History of Narrative Film (4th ed.). London and New York: W. W. Norton & Company. [ISBN: 9780393978681]

Teaching and learning methods

Contact hours: exposition and interrogative method, with the use of audiovisual products, enabling the transmission of knowledge in a structured way; demonstrative and active method, with explanation of the tools for post-production, followed by the practical application through exercises. Non-contact hours: active method, applying the knowledge through practical work.

Assessment methods

1. Continuous Assessment - (Regular, Student Worker) (Final, Supplementary, Special)
 - Laboratory Work - 45% (Performing exercises in class and at home. Minimum grade: 7/20.)
 - Projects - 50% (Video Editing and Motion Design projects. Minimum grade: 7/20.)
 - Projects - 5% (Project developed in Interdisciplinary Week.)
2. Exchange students - (Regular) (Final, Supplementary, Special)
 - Laboratory Work - 45% (Performing exercises in class and at home. Minimum grade: 7/20.)
 - Projects - 50% (Video Editing and Motion Design projects. Minimum grade: 7/20.)
 - Projects - 5% (Project developed in Interdisciplinary Week.)

Language of instruction

1. Portuguese, with additional English support for foreign students.
2. English

Electronic validation

Ferdinando Jose Silvestre da Silva, Rita Carolina Morais da Costa	Barbara Costa Vilas Boas Barroso	Carlos Sousa Casimiro da Costa	Luisa Margarida Barata Lopes
21-05-2024	22-05-2024	23-05-2024	27-05-2024