Las Positas College

Curriculum Committee Meeting

03/02/2026

5.0 First Reading Packet

5.1. New Courses

- GDDM 13 Motion Design

Admin Outline for Graphic Design & Digital Media 13
Motion Design
Effective: Fall 2027

Catalog Description:

GDDM 13 - Motion Design
3.00 Units

Students will create motion graphics for a variety of multimedia projects for film, video, web, and mobile devices. Students will use illustrations, images, typography, and audio to create animated videos and interactive elements for interface design.

1.5 Units Lecture 1.5 Units Lab

Total Lecture Hours	27
Total Lab Hours	81
Total Inside of Class Hours	108
Total Outside of Class Hours	54
Total Student Learning Hours	162

Course Grading:

Optional

Justification for course proposal

Per advisory board recommendation, graphic designers are often asked to create and incorporate motion design into their work. Industry professionals are expected to have knowledge of motion graphics design.

Discipline:

Graphic Arts

Number of Times Course May Be Taken for Credit:

1

Student Learning Outcomes

Upon the completion of this course, the student should be able to:
  A. Demonstrate an understanding of motion graphic design principles
  B. Integrate motion design into interactive experiences in the context of a user interface design
  C. Animate text and images with customized effects and sound
  D. Customize cameras, lighting, and 3D objects in motion design

Course Objectives:

Upon completion of this course, the student should be able to:
  A. Demonstrate an understanding of motion graphic design principles
  B. Animate text and images with customized effects and sound
  C. Customize cameras, lighting, and 3D objects in motion design
  D. Create interactive experiences in the context of a user interface design

Course Content:

Lecture:

1. Adobe After Effects Workflow
    1. Adobe After Effects work area
    2. Creating a project and importing footage
    3. Creating a composition and arranging layers
    4. Adding effects and modifying layer properties
    5. Animating a composition
    6. Timeline panel, time code and duration
    7. Previewing, rendering and exporting
2. Basic animation with effects and presets
    1. Creating a new composition
    2. Working with imported illustrator layers
    3. Applying and controlling effects
    4. Applying animation preset
    5. Adding transparency
3. Animating Text
    1. Create and formatting point text
    2. Using text animation preset
    3. Animating with scale key frames
    4. Animate using parenting and child layers
    5. Animate imported Photoshop text
    6. Animate text using path animation preset
    7. Animate type tracking and opacity
    8. Using text animator group
    9. Adding motion blur
4. Shape Layers
    1. Creating and duplicating shape layer and self-animating shape
    2. Animate shape layers with parenting
    3. Using nulls to connect points
5. Animating multi-media presentations
    1. Adjusting anchor points
    2. Precomposing layers
    3. Keyframing a motion path
    4. Animating backgrounds
    5. Adding audio trcks
6. Animating Photoshop Layers
    1. Preparing layered photoshop file
    2. Simulate lighting changes
    3. Duplicating an animation (pick whip)
    4. Using track matte and travelingmattes
    5. Use corner Pin
7. Masks
    1. Creating and editing masks with pen tools
    2. Modifying masks: mask modes, feathering edges, replacing content
    3. Bezier masks
    4. Adjusting opacity, shadow and vignette
8. Puppet Tools
    1. Adding position pins, advanced pins, and bend pins
    2. Defining areas of overlap
    3. Stiffening an area
    4. Squash and stretch
    5. Animating pin positions

9. Roto Brush
    1. Creating a segmentation boundary
    2. Refine Soft Matte and Refine Hard Matte effects
    3. Freezing Roto Brush tool results
10. Adjusting color and mood
    1. Detecting scenes in a composition
    2. Adjust color, color correction and contrast
    3. Darkening a scene
    4. Freezing the action
    5. Adding transitions
11. Using 3D Features
    1. Creating 3D Shape
    2. Viewing the 3D ground plane
    3. Using the 3D Transform Gizmo
    4. Importing 3D objects
    5. Creating 3D text
    6. Converting 2D objects to 3D
    7. Using 3D views and camera
    8. Adding lighting and camera
    9. 3D channel effects
    10. Working with Cinema 4D Lite
12. 3D camera tracker
    1. Tracking footage
    2. Repairing rolling shutter distortions
    3. Creating a ground plane and camera
    4. Adding text elements
    5. Locking an image to a plane
    6. Adjusting camera depth-of-field
    7. Creating realistic shadows
    8. Adding ambient light and effects
13. Advanced Editing
    1. Stabilizing a shot
    2. Bicubic scaling
    3. Warp stabiliatiion
    4. Removing motion blur
    5. Using single-point motion tracking
    6. Moving and resizing track points
    7. Removing unwatned ojbects
    8. Checking for drift
    9. Creating particle simulation
    10. Mocha AE
    11. Understanding Particle System II properties
14. Rendering and Output
    1. Exporting with Render Queue
    2. Output for mobile devices output
    3. Preparing for broadcast output
    4. Rendering with Adobe Media encoder

Lab Activities:
1. Animating Text
    1. Create and edit text on screen in the Composition panel and change the font, style, size, and color of the text.
    2. Apply changes to individual characters and set formatting options for paragraphs
    3. Animate character properties such as opacity and hue
    4. Apply effects and expressions to text layers and animate them

2. Working with Masks
    1. Create a mask for a tablet screen and replace the screen's content with another video
    2. Create a mask with the pen tool, edit and invert the mask
    3. Create a curved mask with the Add Vertex tool
    4. Feather mask edge in the Timeline panel
    5. Replace contents of mask in the Timeline panel
    6. Reposition and resize new video clip and adjust opacity
3. Creating a three-dimensional scene
    1. Specify a layer as three-dimensional
    2. Create 3D shapes, import 3D objects, and Create 3D text
    3. Add lights and camera angles and explore shadows, perspective and focusing effects.
        1. Use camera tool to orbit, pan and dolly around the scene
        2. Add lighting with spotlight and ambient light
        3. Use Material Options to determine how 3D layers interact with lights and shadows
    4. Animate objects in the 3D scene
    5. Animate camera in 3D scene

Methods of Instruction:

1. Classroom Activity - Instructor will engage with diverse student bodies in the classroom with a mix of lecture and lab activities. Lab activities allow students to engage in learning in a variety of ways.
2. Demonstration - Instructor will present key concepts and software tools in different ways, such as videos, demonstrations, and one-on-one instruction.
3. Critique - Students will receive feedback aon each of their projects.
4. Lab - Students will work on their projects during the lab portion of class.
5. Lecture - Instructor will provide lecture content to promote the inclusion of all students by presenting information in multiple ways and using different examples.
6. Projects - Students will have multiple creative projects throughout the semester. Students are encouraged to incorporate their diverse background and experiences through their creative projects.
7. Student Presentations - Students will present each of their projects.

Methods of Evaluation

A. Class Participation
    1. Each class. Students will be required to attend class and participate in discussions and lectures.
B. Class Work
    1. Each class. Students will have projects and assignments to work on during the lab portion of each class.
C. Individual consultation with students
    1. Per project. Student will have 3–4 projects for the semester. Students will receive individual feedback on their projects based on their needs to advance equitable student outcomes.
D. Lab Activities
    1. Each class. Students will have projects and assignments to work on during the lab portion of each class.
E. Projects
    1. Student will have 3–4 projects for the semester. Projects are typically open-ended and students have multiple methods for demonstrating their learning.

Typical Outside-of-Class Assignments

A. Project:
    1. Motion Poster: Using Photoshop's Timeline features, create a short animated poster with static and motion elements.
        1. Start with a static design and plan moving elements.
        2. Consider the format for the design (4k screen, menu board, motion poster, phone loading screen..etc) and create your file to the correct specifications.
        3. Incorporate text and image together into the design. Consider the proportion between the two and which elements stay static and which elements move.

4. Consider creating a video that loops seamlessly.
5. Consider incorporating sound and video clips into the design.
6. Use the Timeline feature to animate different layers.
7. Use key frames to change position, style, transformation, masks for different design elements.
8. Output the file to a current video standard.

B. Project:
1. Animate Photoshop Assets in After Effect
   1. Animate layered Photoshop file
   2. Create an expression using pickup whip
   3. Work with imported Photoshop layer styles
   4. Apply track matte to control the visibility of layers
   5. Animate a layer using the Corner Pin effect
   6. View layer render times using the Composition Profiler
   7. Use time remapping and Layer panel to dynamically retime footage

C. Project:
1. 3D Effects: Explore how to import, create and animate 3D layers in a 30-second advertisement for a fictional company.
   1. Creating a 3D Scene
      - Create 3D Shapes in After Effects
      - Viewing the 3D ground plane
      - Import 3D objects
      - Creating 3D text
      - Use 3D views and camera tools
      - Add background imagery and footage
      - Create lighting, shadows and material properties
   2. Animating a 3D Scene
      - Adding Cameras
      - Animating Objects
      - Animating Cameras

Textbooks (Typical):

Textbook:
1. Lisa Fridsma, Brie Gyncild *Adobe After Effects Classroom in a Book 2024 Release.* 1 ed., Pearson, 2023.

Software:
1. Adobe Creative Suite. Adobe, (Newest/e).
2. Audacity. Muse Group, (Newest/e).
3. Figma. Figma, (Newest/e).

Other Learning Materials:
1. **After Effects User Guide**

   https://helpx.adobe.com/after-effects/user-guide.html

Equity Based Curriculum

- Methods of Instruction
- Methods of Evaluation

DE Proposal

Delivery Methods
- **Fully Online (FO)**
- **Online with the Flexible In-Person Component (OFI)**
- **Partially Online**

Rationale for DE

Explain why this course should be offered in Distance Education mode.
Course is primarily computer based and students with their own setup can effectively follow lecture and conduct lab remotely. Students may also have their own customized set-up that they prefer. Students may also have long commutes and many of our students prefer DE courses

Explain how the decision was made to offer this course in a Distance Education mode.
The decision to offer this course in DE mode as based on discussion between department faculty and coordinator.

Accessibility:
- Closed captioning for videos.
- Transcription for audio.
- Alt-text/ tags for images.
- Utilizing headers/styles for text formatting to make web pages accessible for screen readers.
- Utilizing headers/styles for text formatting to make Word, PowerPoint, PDF, etc. accessible for screen readers.
- Formatting and coding to make tables accessible for screen readers.
- Exploratory links.
- Proper color contrast.
- Modifying assignment time limits for students with accommodations.

Syllabus:
- Instructor response time.
- Grade turnaround time.
- Student participation.
- Instructor participation.
- Student rights and responsibilities.
- Student behavior in a DE course.
- Academic Integrity.

Course Objectives:
- The same standards of course quality identified in the course outline of record can be applied.
- The content identified in the course outline of record can be presented effectively and with the same degree of rigor.
- A student can achieve the same goals and objectives identified in the course outline of record.
- The same assignments in the course outline of record can be completed by the student and graded by the instructor.
- The same assessments and level of student accountability can be achieved.

DE Course Interaction

Instructor-Student Interaction

- **Discussion board:** *The instructor will regularly participate in discussions that deal with academic content, will consistently provide substantive feedback, and will facilitate all discussions.*
  Frequency: Weekly. Instructor will create and facilitate discussions and provide feedback.
- **Feedback on assignments:** *The instructor will provide regular substantive, academic feedback to students on assignments and assessments. Students will know the reason for the grade they received and what they can do to improve.*
  Frequency: Per assignment. For all proejcts, instructor will provide work-in-progress feed back as well as final assement for each project.
- **Web conferencing:** *The instructor will use web conferencing to interact with students in real time.*
  Frequency: Weekly. Instructor will use web conferencing software to meet with students for lecture or one-on-one work
- **Chat:** *The instructor will use chat to interact with students, textually and/or graphically, in realtime.*
  Frequency: Weekly. Instructor will be available for text and chat in real time during regularly scheduled hours

Student-Student Interaction

- **Email:** *Students will be encouraged to email each other to ask questions about the course, including assignments.*
  Frequency: As needed. Students will be encouraged to email each other to share notes, ask question and collaborate on assignments
- **Class discussion board:** *Students will post to the discussion board, answering questions posed by the instructor. They will also reply to each other's postings.*

Frequency: Weekly. Instructor will create discussion boards for students to participate in. Students will be required to reply to each other's postings.

- **Chat:** *Students will use the class chatroom to discuss assignments and course material in realtime.*
  Frequency: As needed. Students will have access to chat feature for the course and will be encouraged to communicate with each other

Student-Content Interaction

- **Class discussion board:** *Students will post to the discussion board, answering questions on course content posed by the instructor.*
  Frequency: Weekly.
- **Lecture:** *Students will attend or access synchronous or asynchronous lectures on course content.*
  Frequency: Weekly.
- **Projects:** *Students will complete projects that demonstrate their mastery of outcomes of the course.*
  Frequency: 4-5 Major projects for the semester.

General Education/Transfer

General Education/Transfer Request
CSU Transfer

- Transfers to CSU

Codes and Dates

Course CB Codes
CB03: TOP Code
061400 - Digital Media

CIP Code
09.0702 - Digital Communication and Media/Multimedia.

CB04: Credit Status
C - Credit - Not Degree Applicable

CB08: Basic Skills Status
N - Not Basic Skills

CB09: SAM Code
C - Clearly Occupational

CB21: Course Prior to College
Y - Not applicable

CB22: Non Credit Course Category
Y - Not Applicable, Credit course

5.2. Course Deactivations

- APCL 94 Work Experience - LiUNA Laborers' Construction Apprenticeship
  Justification: Replaced with APWX 94.

- APCT 5ALB Teamsters 5 Axle and Low Bed Driver
  Justification: The apprenticeship was never approved by the CCCCO and we have no partnership with Teamsters at this time.

- APCT 94 Work Experience - Teamsters Apprenticeship
  Justification: The apprenticeship was never approved by the CCCCO and we have no partnership with Teamsters at this time.

- APCT BTOS Teamsters 2&3 Axles Booster Tank Oil Spreader Truck Driver
  Justification: The apprenticeship was never approved by the CCCCO and we have no partnership with Teamsters at this time.

- APCT DTWA Teamsters Construction Truck Driver with Articulation
  Justification: The apprenticeship was never approved by the CCCCO and we have no partnership with Teamsters at this time.

- APCT MWFL Teamsters Mechanical Warehouseman/Forklift
  Justification: The apprenticeship was never approved by the CCCCO and we have no partnership with Teamsters at this time.

- APCT OFTD Teamsters On/Off Road Fuel Truck Driver
  Justification: The apprenticeship was never approved by the CCCCO and we have no partnership with Teamsters at this time.

- APCT STWP Teamsters Single or Twin Water Pull Operator
  Justification: The apprenticeship was never approved by the CCCCO and we have no partnership with Teamsters at this time.

- APCT TEPR Teamsters Construction Test Preparation
  Justification: The apprenticeship was never approved by the CCCCO and we have no partnership with Teamsters at this time.

- APCT TTTD Teamsters Construction Tractor-Trailer Truck Driver, Snow Cat
- Justification: The apprenticeship was never approved by the CCCCO and we have no partnership with Teamsters at this time.

- APMT 94 Occupational Work Experience - Marine Technology Apprenticeship
  Justification: Replaced with APWX 94.

- BIO 1A General Botany
  Justification: BIO 1A and 1B are being replaced with BIO 1R.

- BIO 1B General Zoology
  Justification: BIO 1A and 1B are being replaced with BIO 1R.

- CIS 57 Database Concepts
  Justification: Replaced with CIS 9002.

- FST 8 Fire Strategy and Tactics
  Justification: Not offered in 3 or more years.

- FST 11C Standalone Firefighter I Skills Practice and Testing
  Justification: Will no longer be offered.

- FST 13 LPC Regional Fire Academy - Firefighter 2 Module
  Justification: Will no longer be offered.

- FST 26 Ethical Leadership for Fire and Emergency Services Instructors
  Justification: Reduction in demand for the class.

- FST 160 Fire Apparatus Driver/Operator 1A
  Justification: Reduction in demand for the class.

- FST 161 Pumping Apparatus Operations 1B
  Justification: Reduction in demand for the class.

- FST 162 Wildland Fire Apparatus Operations
  Justification: Reduction in demand for the class.

- FST 163 Fire and Emergency Services Instructor 2
  Justification: Reduction in demand for the class.

- FST 164 Fire Fighter Rescue and Rapid Intervention Crew (RIC) Operations
  Justification: Reduction in demand for the class.

- FST 165 ICS 300: Intermediate Incident Command System for Expanding Incidents
  Justification: Reduction in demand for the class.

- FST 166 ICS 400: Advanced ICS for Command and General Staff Complex Incidents
  Justification: Reduction in demand for the class.

- FST 167 Incident Management of the Fire Fighter Emergency
  Justification: Reduction in demand for the class.

- FST 168 Chief Officer 3A Human Resource Management for Chief Fire Officers
  Justification: Reduction in demand for the class.

- FST 169 Chief Officer 3B Budget and Fiscal Responsibilities for Chief Fire Officers
  Justification: Reduction in demand for the class.

- FST 170 Chief Officer 3C General Administration Functions for Chief Fire Office
  Justification: Reduction in demand for the class.

- FST 171 Chief Officer 3D Command of Expanding All Hazard Incidents for Chief Fire Officers
  Justification: Reduction in demand for the class.

- KIN CRT Cross Training
  Justification: Not offered in 3 or more years.

- KIN BK1 Basketball 1
  Justification: Not offered in 3 or more years.

- KIN BK2 Basketball 2
  Justification: Not offered in 3 or more years.

- KIN BK3 Basketball 3
  Justification: Not offered in 3 or more years.

- KIN BK4 Basketball 4
  Justification: Not offered in 3 or more years.

- MATH 68C Concurrent Support for Calculus III
  Justification: This support class for Multivariable Calculus, the 3rd class in the Calculus sequence, is no longer being offered at LPC. Due to legislation changes through AB 1705/928, our support program has shifted and streamlined our resources to focus on Calculus 2 and below. Our Tutorial Program will continue to provide support for students at the level of Multivariable Calculus.

- SPAN 23 Introduction to Hispanic Literature
  Justification: Not offered in 3 or more years.

5.3. Program Deactivations

- Teamsters Construction Technology Dump Truck Driver with Articulation, CA
  Justification: Program has not been approved by CCCCO and there is no current Apprenticeship agreement with the Teamsters. Program unit range does not align with a Certificate of Achievement. Never should have been approved.

- Teamsters Construction Technology Five Axle and Low Bed Driving, CA
  Justification: Program has not been approved by CCCCO and there is no current Apprenticeship agreement with the Teamsters. Program unit range does not align with a Certificate of Achievement. Never should have been approved.

- Teamsters Construction Technology Mechanical Warehouseman and Forklift Driver, CA
  Justification: Program has not been approved by CCCCO and there is no current Apprenticeship agreement with the Teamsters. Program unit range does not align with a Certificate of Achievement. Never should have been approved.

- Teamsters Construction Technology On and Off Road Fuel Truck Driver, CA
  Justification: Program has not been approved by CCCCO and there is no current Apprenticeship agreement with the Teamsters. Program unit range does not align with a Certificate of Achievement. Never should have been approved.

- Teamsters Construction Technology Single or Twin Water Pull Operator, CA
  Justification: Program has not been approved by CCCCO and there is no current Apprenticeship agreement with the Teamsters. Program unit range does not align with a Certificate of Achievement. Never should have been approved.

- Teamsters Construction Technology Tractor-Trailer Truck Driver, CA
  Justification: Program has not been approved by CCCCO and there is no current Apprenticeship agreement with the Teamsters. Program unit range does not align with a Certificate of Achievement. Never should have been approved.

- Teamsters Construction Technology Two and Three Axles Booster Truck Tank Oil Spreader, CA
  Justification: Program has not been approved by CCCCO and there is no current Apprenticeship agreement with the Teamsters. Program unit range does not align with a Certificate of Achievement. Never should have been approved.

- Norcal Laborers Traffic Control Technician, CA
  Justification: This program was never approved by CCCCO and needs to be deactivated so it doesn't show up in the catalog.