CS 74.21D Course Outline as of Fall 2013

CATALOG INFORMATION

Dept and Nbr: CS 74.21D Title: DIGITAL VIDEO POSTPROD 4
Full Title: Digital Video Post Production Techniques 4
Last Reviewed: 2/13/2012

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	3.00	17.5	Lecture Scheduled	52.50
Minimum	3.00	Lab Scheduled	0	4	Lab Scheduled	0
		Contact DHR	0		Contact DHR	0
		Contact Total	3.00		Contact Total	52.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 105.00 Total Student Learning Hours: 157.50

Title 5 Category:	AA Degree Applicable
Grading:	Grade or P/NP
Repeatability:	00 - Two Repeats if Grade was D, F, NC, or NP
Also Listed As:	
Formerly:	

Catalog Description:
This advanced class will teach professional motion graphics, advanced visual effects, 3D (three-dimensional) text and character animations, and compositing (layering) of video and animated graphics. Students will use Adobe After Effects and other Adobe Creative Suite digital video and audio tools to produce videos and animation projects for playback on TV, DVDs and the Web.

Prerequisites/Corequisites:
Course Completion of CS 74.21B

Recommended Preparation:

Limits on Enrollment:

Schedule of Classes Information:
Description: This advanced class will teach professional motion graphics, advanced visual effects, 3D (three-dimensional) text and character animations, and compositing (layering) of video and animated graphics. Students will use Adobe After Effects and other Adobe Creative Suite digital video and audio tools to produce videos and animation projects for playback on TV, DVDs and the Web. (Grade or P/NP)

Prerequisites/Corequisites: Course Completion of CS 74.21B
Recommended:
Limits on Enrollment:
Transfer Credit: CSU;
Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	**Area**			Effective:	Inactive:
CSU GE:	**Transfer Area**			Effective:	Inactive:
IGETC:	**Transfer Area**			Effective:	Inactive:
CSU Transfer:	Transferable	Effective:	Fall 2010	Inactive:	Fall 2018
UC Transfer:		Effective:		Inactive:	

CID:

Certificate/Major Applicable:
Both Certificate and Major Applicable

COURSE CONTENT

Outcomes and Objectives:
Upon completion of the course, students will be able to:
1. Combine and composite moving imagery, still images, graphics, text, and sound in 2D or 3D space and then animate virtually any aspect of each element.
2. Use visual effects that stylize and distort images and video, and generate new elements.
3. Animate text in 3D space along a path.
4. Create and animate motion graphics using visual effects and 3D animation software.
5. Create and animate shapes.
6. Distort and apply motion to characters.
7. Apply effects and objects to automatically tracked motion paths.
8. Use visual effects that stylize and distort images and video, and generate new elements.
9. Repeating students will use new software releases to accomplish outcomes and objectives.

Topics and Scope:

1. Applying and adjusting effects
   a. Importing assets
   b. Creating a composition
   c. Adding solid layers
   d. Applying effects to layers
   e. Customizing effects
   f. Layering multiple effects
   g. Animating effect properties
   h. Using effect presets
   i. Creating effect presets
2. Animating Transform effects and objects
   a. Adjusting Transform effects

b. Animating Opacity, Scale and Rotation
c. Adding and animating layer styles
d. Adding and animating adjustment layers
e. Putting objects on a motion path
f. Using Bezier curves

3. Animating text
   a. Creating basic text
   b. Using text animation presets
   c. Animating text transform properties
   d. Using Per-character 3D animations
   e. Animating text on a path
   f. Putting the path in motion
4. Working with shape layers
   a. Adding shapes
   b. Editing shapes
   c. Using Contents features and effects
   d. Working with the Shape Repeater
   e. Animating shape properties
   f. Creating compound paths
5. Animating characters with the Puppet tool
   a. Using the Puppet Pin tool
   b. Animating Puppet pins
   c. Puppet Overlap tool
   d. Puppet Starch tool
   e. Using the Cartoon effect
6. Exploring the Paint effect
   a. Basic painting
   b. Animating strokes
   c. Creating textures
   d. Brush blending modes
   e. Transforming strokes
   f. Using the Vector Paint effect
7. Working in 3D space
   a. Enabling layers for 3D
   b. Moving layers in 3D space
   c. Creating 3D motion paths
   d. Adding, moving and animating cameras
   e. Applying 3D lighting
   f. Creating 3D text
8. Working with masks
   a. Creating masks with the Pen tool
   b. Editing masks
   c. Replacing the contents of masks
   d. Animating a mask path
   e. Using effects with masks
   f. Working with track mattes
9. Motion tracking and stabilization
   a. Using the Tracker
   b. Applying a track
   c. Using track points to animate an effect
   d. Using track points to put an object in motion
   e. Using the Stabilize Motion feature

10. Exporting projects
    a. Rendering overview
    b. Exporting to different output media
    c. Uploading to the Internet
11. Using After Effects with other software
    a. Using dynamic linking with Premiere Pro and Encore
    b. Editing a video project in Premiere Pro
    c. Creating a music track in Soundbooth
    d. Authoring a DVD in Encore
    e. Exporting the DVD project for playback in the Web
12. Repeating students will:
    a. Utilize new software releases to accomplish video post-production projects
    b. Interface with new options in software
    c. Utilize new tools and applications related to new software releases

Assignment:

Reading:
1. Read 30-50 pages or view 2 hours of video tutorials per week.

Problem solving exercises:
2. Create an animated effect preset using a set of customized motion visual effects.
3. Create a looping motion graphic background using animated visual effects.
4. Animate objects and layers using keyframed transform properties.
5. Animate text on a moving path using text animators and per-3D character animation.
6. Use the Tracker to create motion paths then apply effects, masks or objects to those paths.
7. Create a multi-layer project in 3D space that uses lighting, parallax, and camera moves.
8. Create a DVD motion menu background using animated shape contents features.
9. Use the Puppet tool to animate a character and have it interact with an object.
10. Use Paint rotoscoping techniques and animated paint strokes to follow an object in motion.
11. Use mask techniques to track the motion and alter the appearance of an individual or object.
12. Create music for the final video project using Adobe Soundbooth.

Projects and exams:
13. Projects, such as short formal visual stories, visual effects, and 3D animations.
14. 2-3 skill-based exams.

Final Project:
15. Produce a video that showcases the student's work for the entire semester, using non-linear video editing software.
16. Present the final video project for playback on the Web, using DVD authoring software. The student will use After Effects to customize menus. The DVD will have a main menu and a scene selection menu to access each individual assignment.

Repeating students will:
1. Utilize new software releases to accomplish video post-production projects
2. Interface with new options in software
3. Utilize new tools and applications related to new software releases

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

None, This is a degree applicable course but assessment tools based on writing are not included because problem solving assessments and skill demonstrations are more appropriate for this course.	Writing 0 - 0%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Problem solving exercises in list of assignments	Problem solving 30 - 50%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Projects; skill based exams; final project	Skill Demonstrations 50 - 70%

Exams: All forms of formal testing, other than skill performance exams.

None	Exams 0 - 0%

Other: Includes any assessment tools that do not logically fit into the above categories.

None	Other Category 0 - 0%

Representative Textbooks and Materials:
Instructor prepared materials