

Multimedia 805 Syllabus Fall 2013

Motion Graphics for Digital Video and Animation erincosgrove@sbcglobal.net

Instructor: Erin Cosgrove-

Class Description:

This class is an introduction to motion graphics and animation. Students will learn to animate their own creations, using a variety of techniques available through industry standard visual effects software including After Effects and Photoshop. After Effects is a creative medium, and student assignments will emphasize both technical aspects of motion graphics and creativity.

Student Learning Outcome:

Students will learn the basics of motions graphics and Adobe After Effects including importing, rendering, key framing, adding lighting effects. They will be able to create a time-based video or animation from the ground up. Student will demonstrate a facility with animation principles such as timing, story boards, lip-synch, roto-scoping, walk cycles and sound effects. Students will also be introduced to special effects including manipulating "live action" footage, creating organic effects and text animation.

Instructional Strategies:

This course will include lectures, in class demonstrations, homework, group critiques, and screenings.

Methods of Evaluation:

Attendance:

This class is technical and missing one class can result in falling behind. It will not be possible to repeat lectures. Students who miss a class are expected catch up on their own. These students should buy the Adobe Classroom in a Book text to catch up with the class.

Roll will be taken at the beginning of each class. Two unexcused absences will result in a lower grade. Three unexcused absences will result in being dropped from the class or an 'F'. There is no exception without an official note from a doctor. I will make no corrections to the roll other than immediately after class. !!No cell phones, text messaging, etc. to be used in class!!

First Assignment		10%
Second and Third Assignments	20% each,	40%
Notebook/Storyboards		10%

Class Demonstration	10%
Final assignment	20%
Attendance, Class Participation, Behavior	10%
Total	100%

Resources:

Adobe After Effects Classroom in a Book (adobe press) & After Effects & Photoshop (sybex)
creativecow.com, motionographer.com, eduard tufte,
videocopilot.net, <http://www.hongkiat.com/blog/adobe-after-effect-tutorials-beginners-intermediate-advanced-users/>

Tentative Weekly Class Schedule: This will change as needed

Week 1 - Aug 28

Intro- workflow, Importing footage and layers, Animating, Previewing, key frame, Easy ease, Rendering- homework: create a "logo" design in photoshop- make sure it is in layers for animation

Week 2- Sept 4

Bring layered pf file for animating
motion path, Type, title safe, Effects and animating text
homework: animate logo

Week 3- Sept 11

Assignment 1 due- logo
Watch- Adventures of Prince Achmed
homework: create character for animating

Week 4- Sept 18

Adding audio
Creating a puppet from an image
Parenting, 3dlayers, null object hold and rove
homework: Turn your design into layered puppet

Week 5- Sept 25

Bring puppet
Create layered background
Animating to sound
Homework: walk cycle

Week 6- Oct 2

work week and screening

Week 7- Oct 9

Precomps and nesting
Puppet pin, Sound dogs folly
Homework: Create layered background for walk

Week 8- Oct 16

Assignment 2 due - "walk cycle" (puppet pin) 15-30 seconds
Homework: Find/Create audio for your character

Week 9- Oct 23

lip synch
Live/found footage
Manipulating speed/time
Reverse time mapping, Effects
Watch- Melies shorts
Homework: work on lip synch

Week 10- Oct 30

Watch- Muybridge
Exporting still images on the twos from AE, Image ready? and rotoscoping
masks and alpha channels
animation to live action
Homework: incorporate live footage and masks to piece

Week 11- Nov 6

Effects, Adjustment layers,

Color correction (image steady)
 - (alice in wonderland)
 Also image steady
 Blur and sharpen
Homework- play with effects, #3

Week 12- Nov

Assignment 3 due- lip sync and
 "footage" added to character
 Exporting and importing alpha
 channels-
 Prepare final project-
 storyboards

Week 13- Nov

Organic effects, particles, FX
 work in groups alone on final
 project

Week 14- Nov

t-day- work week and screening

Week 15- Nov

10 minute class demonstration
 Work on final project

Week16- Nov

Final project group critique

LAST DAY TO	
Drop a Class w/o a Fee	Sept 6
Drop a Class w/o a W	Sept 6
Drop w/ a W	Nov 15
File Pass/No Pass	Sept 6
<u>CAMPUS CLOSED</u>	Sept 2, Nov 11, Nov 28 - Dec 1

Class Assignments

Late projects: Assignment grades will be lowered by 10% if submitted late. Students are responsible for the back up of their class work over the course of the semester. Data loss is not an excuse for late or missing work. Bring to class 2 flash drives (at least one gig) to save and back up your assignments. This drive will be used only for class purposes.

Assignments will be scored on the following basis: 1) following instructions 2) appearance 3) creativity and strength of concept

Assignment 1 "Logo" 10 points

Make 5-10 second animation that is a visual manifesto. It can be a logo (like a movie logo or tv production company logo) an animated "brand", an avatar or a "coat of arms"
 This animation should have at least 5 layers, show depth, and have animated text

Assignment 2 Walking Animation 20 points

Create a character and make the character walk or move 20-40 seconds
 Puppet character should have multiple moving layers, Should have a moving background with at least 3 layers, Should use key frames and puppet pin, animate to audio and sound effects

Assignment 3 Talking Animation 20 points

20-40 seconds Create new layers for a character so that it talks to a sound track. Use lip syncing techniques, blinks and add new facial expressions

Add some "found" or live action footage to your animation using masks

Final Assignment 20 points

A 15 second to 2 minute animation of one's choosing (15-30 seconds for individual)

(45 seconds to 2 min for collaboration)

This assignment can be collaborative or independently created

The project must have 5 created layers, animated "character" using puppet and puppet pin, lip synch, Rotoscoping and or masked live footage, effects, and organic (particle) animation

Post your work:

1. Render your project.
2. Compress the file (or not)- <http://vimeo.com/help/compression>
3. Upload it to your Vimeo account- create a vimeo account:

<https://vimeo.com/>

4. Email me a link to your video

Free Creative Resources for Digital Artist:

- **Textures and Images** : <http://www.imageafter.com/>
<http://www.morguefile.com/> <http://cgtextures.com/>
[http://www.mayang.com/textures,](http://www.mayang.com/textures)
<http://memory.loc.gov/ammem/hawpquery.html>

- **Sound Effects:** <http://sounddogs.com>
<http://freesoundfiles.tintagel.net/Audio>
<http://www.stonewashed.net/sfx.html>
<http://www.pachd.com/sounds.html>
<http://www.soundhunter.com/>

-**Video:** <http://archive.org/details/movies> <http://www.open-video.org/> http://archive.org/details/stock_footage

- **Free Software and Trials** Adobe Downloads
<http://www.adobe.com/downloads/>