San Bernardino Valley College
Curriculum Approved: SP01

I. CATALOG DESCRIPTION
Department Information
Division: Humanities
Department: Art
Course ID: ART 183
Course Title: Computer Animation: Advanced
Units: 3
Lecture: 2
Laboratory: 3
Prerequisite: ART 182.

A. CATALOG DESCRIPTION: Focuses on making multi-layer video compositions.
Included are such skills as motion control and time-varying special effects.

B. SCHEDULE DESCRIPTION: Focuses on making multi-layer video compositions.
Included are such skills as motion control and time-varying special effects.

II. NUMBER OF TIMES COURSE MAY BE TAKEN FOR CREDIT: one

III. EXPECTED OUTCOMES FOR STUDENTS:
Upon successful completion of the course, the student will be able to:
A.   Demonstrate the ability to control the visual changes of a movie made up of several clips.
B.   Select the proper effect to enhance the movies impact.
C.   Demonstrate the ability to mask selective elements of a movie over time.
D.   Compose elements of a movie.
E.   Compose a sound track.
F.   Demonstrate the ability to Animate text within the movie.
G.   Create a unique statement by assembling several clips.

IV. CONTENT
A.   Setting up a composition
      1. Entering a clip into a project
      2. Using layers
      3. Using the timeline
      4. Using effects on the timeline
B.   Editing clips
      1. Changing time based clips
      2. Duplicating clips
      3. Changing formats
C.   Basic special effects
      1. Blur and sharpen effects
      2. Channel effects
      3. Perspective effects
      4. Distort effects
      5. Image control effects
      6. Adjust effects
      7. Keying effects
      8. Text effects
      9. Transition effects
      10. Video effects
      11. Audio effects

  D.   Working with masks and mattes
       1. Drawing masks with the pen tool
       2. Changing the shape of a mask
       3. Animating a mask
       4. Using layer modes as masks
       5. Creating mattes
       6. Creating track mattes
       7. Creating traveling mattes

V. METHODS OF INSTRUCTION
   A.   Computer demonstrations
   B.   Individual assistance
   C.   Lectures
   D.   Customized intranet tutorials
   E.   Textbook assignments
   F.   Supervised projects

VI.   TYPICAL ASSIGNMENTS:
Two examples of individual assisted, supervised projects.
   A.   Create blended images using layer modes. Make a 30 second movie.
        1. Open a new project and drag two clips to the project window.
        2. Create a new composition timeline and drag the 2 clips on to the timeline
           to make two separate layers.
        3. Change the layer mode on the top layer until is harmonizes with the bottom layer.
           a. Try modes such as lighten, screen or luminosity.
        4. Render to timeline to make a new movie.
   B.   Make a move from 5 stills. Make a 30 second movie.
        1. Enter 5 stills into a new project.
        2. Drag the stills the composition timeline to make 5 layers
        3. Stagger and overlap the layers.
        4. Move 2 of the layers out off the viewing frame.
        5. Make a path for them to enter the viewing frame over time.
        6. Change the luminosity of one of the layers over time.
        7. Make the 1st layer fade out in 10 seconds.
        8. Make the 2nd layer fade out in 20 seconds.
        9. Render the Movies.

VII.   EVALUATION
   A. Objective evaluation: written test, skills test
      1. Typical test questions:
          a. How does a mask travel over time?
          b. How would you set up a motion path for only one layer?
      2. Subjective evaluation: Completion of 3 projects. Projects will be accompanied by creative
          material such as low resolution clips, and rough layouts used to complete the project.
           Projects will be evaluated on the following criteria:
          a. Originality of the films.
          b. The clarity of the structure of the films
          c. Steps executed to complete the films.
          d. Success in achieving the original idea.
          e. Complexity of the work attempted
   B. Frequency of evaluation
      1.   Two tests
           a. Mid-term written exam
           b. Final skills test
      2.   Completion of 3 projects
           5 weeks will be allowed for each project

VIII.   TYPICAL TEXT(s)
   A. Adobe Creative Team, <u>Adobe After Effects Classroom in a Book, CA:</u>
      Adobe Press 1999,
   B. Bolante, <u>After Effects 4.1 for Macintosh and Windows: Visual QuickPro Guide</u>,
      CA: PeachPit Press, 2000,
   C. Meyer<u>, Creating Motion Graphics with After Effects</u>, ,CA:CMP Books, 2000

IX.   OTHER SUPPLIES REQUIRED OF STUDENTS:
   One Zip disk, one blank CD-R.