

Detailed Course Description - Course Plan Development and Updating Procedures/ Computer Science \ Multimedia Systems Department	QF01/0408-3.0E
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Faculty	Science & Information Technology	Department	Computer Science \ Multimedia Systems
Course number	0105457	Course title	Cinematic and TV Production
Number of credit hours	3	Pre-requisite/co-requisite	0105438

Brief course description

In this course designed for videographers, graphic artists, and animators with intermediate-level Effects experience, you will learn how to incorporate text, graphics, and effects to your movies. Upon completion of this course, you will have an excellent understanding of the menu and tools in After Effects and be able to perform work with a high level of efficiency.

This course introduces you to the art of motion graphics and visual effects using Adobe After Effects. You will explore a variety of post-production techniques that are essential for creating polished videos for online, TV, or film productions. We will review the program interface, build compositions, import variant vector and raster footage items, and have an in-depth study of animation, expressions, and animation-curves. You will be introduced to different masking techniques. You will work with lights and 3D cameras, and build virtual sets. You will apply keying blue or green screen shots as well as 2D and 3D tracking. You will create different styles of titles and credit sequences through applying text animation.

Course goals and learning outcomes	
Goal 1	Develop a fundamental understanding of creating motion graphics for film, television
Learning outcomes	1.1 Create animation in After Effects and demonstrate basic animation skills. 1.2 Create motion graphics and visual effects using Adobe After Effects.
Goal 2	Develop an understanding of the interrelationship(s) between technological advances And motion imaging tools and enterprises.
Learning outcomes	2.1 Create and build 3D and 2D animated rendered compositions 2.2 Build, manage, and nest composition 2.3 Create basic virtual sets using 3D lights, cameras, and layer alignment in a 3D space
Goal 3	Develop basic animation skills
Learning outcomes	3.1 Animate text using animation preset 3.2 Create animation in After Effects and demonstrate basic animation skills. 3.3 Create different styles of titles and credit sequences through applying text animation
Goal 4	Demonstrate ability to key frame and composite multiple layers
Learning outcomes	4.1 Composite video/film with special effects 4.2 Understanding of cameras & lights within application 4.3 Mask vector layers. 4.5 Create text that follows a curved path
Goal 5	Demonstrate ability in creating an animated main title open sequence
Learning outcomes	5.1 Animate text using animation preset 5.2 Rotoscope or animate a layer mask

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	5.3 Change the playback of a movie clip using time-remapping 5.4 Render the final results as a QuickTime movie.
Goal 6	Using Chroma technique
Learning outcomes	6.2 Key blue or green screen shots.
Textbook	After Effects Apprentice Real World Skills for the Aspiring Motion Graphics Artist, Chris Meyer, Trish Meyer, 4th Edition (2016)
Supplementary references	<ol style="list-style-type: none"> 1. Blender for Visual Effects, Sam Vila, Sam Vila, A K Peters CRC Press (2015) 2. Mark Christiansen-Adobe After Effects CS5 Visual Effects and Compositing Studio Techniques, Karyn Johnson, Peggy Nauts, Adobe Press (2010)

Course timeline				
Week	Number of hours	Course topics	Pages (textbook)	Notes
01	1 1 1	project structure main Application window Tools panel; Project panel importing footage Footage panel transparency and alpha channels Composition panel Timeline panel Layer panel Info, Preview, Audio panels Effects & Presets; Effect Controls workspaces; stacked panels previewing work area preview behaviors	1-18	
02	1 1 1	composition basics starting a project; creating folders importing footage; alpha channels creating a new composition adding layers to the Comp panel changing property values (scrubbing) animating Position; the motion path previewing the animation navigating between keyframes managing the comp view; zooming applying Easy Ease In adding the foreground layers duplicating and replacing layers adding solid layers applying, copying, and pasting effects	20-42	

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		dragging footage to the Timeline panel editing motion paths; spatial keyframe types animating Scale animating Rotation; animating Opacity rendering		
03	1 1 1	keyframe basics Anchor Point overview Anchor Point tool motion control moves Graph Editor speed versus value graphs panning and zooming time editing graph curves easing animations Separate Dimensions Motion Sketch smoothing keyframes Auto-Orient Motion Blur Time-Reverse Keyframes time display and timecode	44-68	
04	1 1 1	layers and stacking order moving layers in time trimming layers trimming in the Layer and Footage panels slip editing Sequence Layers keyframe assistant looping footage image sequences changing the frame rate; Time Stretch applying effects blending modes effects and solids effect motion path Effects & Presets panel animation presets Behavior presets layer styles property links with effects third-party effects higher-quality scaling	70-98	
05	1 1 1	masking tools; creating mask shapes Free Transform Points masking in the Layer panel; Ellipse tool Mask Feather animating a mask path	102-139	

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		<p>creating a vignette; Mask Expansion masking with the Pen tool (Bezier masks) effecting a masked area Mask Interpolation keyframe assistant effects that can use the mask path Mask Modes and multiple masks Mask Opacity creating and editing RotoBezier masks Audio Spectrum effect Rigid Mask Tracker Face Tracking variable mask feathering Alpha Track Matte Luma Track Matte animating matte layers Stencil Luma and Stencil Alpha Color Keying; Keylight; greenscreen effects with track mattes and stencils</p>		
06	1 1 1	<p>General Review, Exercises, and First Exam 20%</p>		
07	1 1 1	<p>creating basic text creating text Animators Range Selectors animating text Position animating text Rotation and Opacity randomizing the order of characters creating cascading text; working with selection Shapes setting the text Anchor Point animating by words title safe areas animating text Blur and Tracking Per-character 3D animators Ease Low and Ease High adding the Wiggly Selector rendering with an alpha channel multiple selectors and animators using text animation presets saving text animations as presets editing Photoshop text layers adding audio to a comp</p>	141-172	
08	1 1 1	<p>parenting, nesting, and expressions defined assigning a parent parenting, opacity, and effects parenting with null objects</p>	174-204	

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		<p>nesting to group layers; using guides nesting a common source navigating composition hierarchies sizing precomps precomposing a single layer render order explained splitting work between comps using precomposing to reorder continuous rasterization collapsing transformations compound effects</p>		
09	1 1 1	<p>using the pick whip to create expressions altering expressions stabilizing shadows looping keyframes expression tips the wiggle expression expression controls keyframing the wiggle expression creating a master controller converting sound to keyframes frame blending Pixel Motion Pixel Motion Blur Preserve Frame Rate with effects adding handle with freeze frames time remapping (varispeeding)</p>	208-228	
10	1 1 1	<p>moving and rotating layers in 3D space multiplaning effects 3D motion paths multiple views adding a camera; camera settings using the camera tools; 3D views moving and animating cameras building a camera rig layer and camera auto-orientation camera depth of field blur 3D lights Material Options casting shadows Light Transmission Light Falloff adjustment lights Ray-traced 3D renderer extrusion and beveling Fast Previews</p>	232-269	

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		bending footage layers transparency; index of refraction reflections environment layers ray-tracer image quality		
11	1 1 1	Reversible Stabilization creating track points applying stabilization 2D motion tracking applying a motion track tracking interlaced footage applying tracks to effect points pasting the mocha track into After Effects mocha Shape 3D Camera Tracker defining the plane; moving the target creating a Track Null; parenting adding 3D text creating a shadow catcher Rolling Shutter Repair	276-304	
12	1 1 1	Second Exam 20%		
13	1 1 1	basic painting erasing strokes Paint Channels Paint blending modes brush duration bar animating strokes revealing a layer creating organic textures cloning transforming strokes corrective strokes refining the matte Refine Edge Puppet Pin tool animating puppet pins recording puppet animation Puppet Starch tool multiple shapes	307-334	
14	1 1 1	creating a shape layer Fill and Stroke settings; editing shapes multiple shapes Even-Odd Fill shape effects	336-345	

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		Bezier Shapes; Pen tool Convert to Bezier Path Create Shapes from Text		
15	1 1 1	Repeater compound shapes; Merge Paths gradients Wiggle Transform advanced strokes; dashes and gaps animating a stroke Create Shapes from Vector Layers extruding shape layers	346-358	
16	1 1 1	Final Exam 50%		

Theoretical course evaluation methods and weight	Participation = 10% First exam 20% Second exam 20% Final exam 50%	Practical (clinical) course evaluation methods	Semester students' work = 50% (Reports, research, quizzes, etc.) Final exam = 50%
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Approved by head of department		Date of approval	
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Extra information (to be updated every semester by corresponding faculty member)

Name of teacher	Mousa Salah	Office Number	119
Phone number (extension)		Email	mosa.salah@zug.edu.jo
Office hours			