FILM A196: INTRODUCTION TO VISUAL EFFECTS

Item	Value
Curriculum Committee Approval Date	09/23/2020
Top Code	061220 - Film Production
Units	3 Total Units
Hours	90 Total Hours (Lecture Hours 36; Lab Hours 54)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	No
Basic Skills	Not Basic Skills (N)
Repeatable	No
Grading Policy	Standard Letter (S)

Course Description

Explore the principles, theory, and mechanics of visual effects editing using computers. Emphasis will be on visual effects editing techniques, sound effects, graphics, and titling. The class is designed for those interested in expanding their knowledge of areas including advanced editing, visual effects, graphics, post-production industries, studio and independent productions, broadcast, educational, corporate, web, virtual reality and other consumer markets. PREREQUISITE: FILM A194. Transfer Credit: CSU.

Course Level Student Learning Outcome(s)

1. Explore the evolution and key stages of the visual effects process, from initial development to final execution, and examine how these techniques enrich the cinematic experience.
2. Showcase intermediate-level skills in using visual effects software, demonstrating its role in the creation of motion graphics and the enhancement of visual effects.
3. Develop proficiency in navigating the user interface and mastering layer-based composition to work effectively in professional post-production or visual effects environments.

Course Objectives

- 1. Demonstrate basic skills, theory, techniques, and aesthetics for a variety of audio/visual effects compositions.
- 2. Ability to animate text and objects.
- 3. Evidence of ability in multitasking through several different software applications.
- 4. Ability to understand workflow and integration of post production phases.
- 5. Understanding of terminology for visual effects creation in the film/video industry.
- 6. Attain entry-level proficiency in visual effects creation for post production.

Lecture Content

Introduction Understanding and managing Adobe Creative Cloud Applications Learning and working with Keyboard short cuts Exploring important preferences and setting up cache Video Terminology Fundamentals Relinking Missing Footage Understanding Compositions Exploring project settings Interpreting content Creating and Manipulating Layers Building Animation Adding and adjusting keyframes Understanding Keyframe interpolation Using Null Objects Creating and adjusting motion paths Generating graphic with audio Working with Effects Introduction to 3D Understanding how to render Interface Importing and organizing project elements Building compositions and animating with keyframes Working with effects and graphics Output Building Defining Layers Layer compositing: Masks, switches, and blend modes Working with Type Understanding/using Track Mattes Effects Understanding and Generating effects Adding Gradients and Glows Adjusting Exposure with levels Masking Exploring Type and Shape Animation Creating and animating type Animating Shape layers 3D Understanding 3D Intro to cameras, lights and material options Animating Cameras Creating depth of field 3D Rendering Keying Blue Screen vs. Green Screen Rotoscoping Tracking Exporting and Rendering Recommended setting for rendering graphics Creating Presets M edia Management Archiving Projects Removing unused content

Lab Content

Create a visual effects composition on a timeline utilizing keyframes and anchor points. Apply transform properties: Anchor Point, Position, Scale, Rotation, and Opacity, and work with multiple layers of content. Utilize three kinds of interpolation: linear, Bezier, and hold to define the relationships between keyframes. Make original animations with text and objects. Create and import masks, layer masks, and backgrounds from Photoshop and combine video and still images with Photoshop artwork. Use blending modes to correct color, lighting, and sharpness in video footage and still images. Implement the basics of rotoscoping to composite a video. Slow down and speed up movie clips through time remapping. Utilize painting and erasing tools to add or remove elements from a movie. Gain techniques for introducing audio into Visual Effects projects.

Method(s) of Instruction

- Lecture (02)
- DE Live Online Lecture (02S)
- DE Online Lecture (02X)
- Lab (04)
- DE Live Online Lab (04S)
- DE Online Lab (04X)

Instructional Techniques

Lecture/Critique Demonstration Video examples One-on-One Instruction Individual Assignments Examinations

Reading Assignments

Students will read on average 1-2 hours per week from assigned textbooks, scrips, articles and blog posts.

Writing Assignments

Proficiency will be demonstrated by satisfactorily completing editing assignments and passing the skills test. Students will demonstrate critical thinking and problem solving through the creation of their video projects, adjusting segments, rearranging sequences, determining a variety of transitions and transition rates, and through the creation of graphics for television.

Out-of-class Assignments

Students will spend approximately 2.5-3 hours per week viewing and analyzing films along with lecture notes review and exam preparation.

Demonstration of Critical Thinking

A. Assigned Projects. B. Examinations C. Skills Testing

Required Writing, Problem Solving, Skills Demonstration

Proficiency will be demonstrated by satisfactorily completing editing assignments and passing the skills test. Students will demonstrate critical thinking and problem solving through the creation of their video projects, adjusting segments, rearranging sequences, determining a variety of transitions and transition rates, and through the creation of graphics for television and film.

Eligible Disciplines

Film studies: Masters degree in film, drama/theater arts, or mass communication OR bachelors degree in any of the above AND masters degree in media studies, English, or communication OR the equivalent. Masters degree required.

Textbooks Resources

1. Required The Adobe Creative Team. Adobe After Effects CC Classroom in a Book , 1st Edition ed. Adobe Press, 2020

Other Resources

1. There are various screenings of films that students would be able to screen and analyze on their schedule.