New Course Request

Check Appropriate Boxes: Undergraduate credit [✓] Graduate credit [ ] Professional credit [ ]

1. School/Division: Informatics
2. Academic Subject Code: NEWM-N

3. Course Number: 357 (must be cleared with University Enrollment Services)
4. Instructor: Staff

5. Course Title: Digital Effects

Recommended Abbreviation (Optional) 

(Limited to 32 Characters including spaces)

6. First time this course is to be offered (Semester/Year): Fall 2010

7. Credit Hours: Fixed at ___ 3 ___ or Variable from ________ to ________

8. Is this course to be graded S-F (only)? Yes [ ] No [✓]

9. Is variable title approval being requested? Yes [ ] No [✓]

10. Course description (not to exceed 50 words) for Bulletin publication: P: N253. Integration of computer-generated imagery and digital effects technique for video production. Students learn techniques for creating digital effects, shooting video for effects, and the use of effects to aid in storytelling. Other topics covered include programming/scripting, shooting raw footage, effects, and media integration.

11. Lecture Contact Hours: Fixed at ___ 3 ___ or Variable from ________ to ________

12. Non-Lecture Contact Hours: Fixed at ___ 0 ___ or Variable from ________ to ________

13. Estimated enrollment: ___ 25 ___ of which ___ 0 ___ percent are expected to be graduate students.

14. Frequency of scheduling: FIS Will this course be required for majors? ______

15. Justification for new course: Redesign of New Media Curriculum

16. Are the necessary reading materials currently available in the appropriate library? Yes

17. Please append a complete outline of the proposed course, and indicate instructor (if known), textbooks, and other materials.

18. If this course overlaps with existing courses, please explain with which courses it overlaps and whether this overlap is necessary, desirable, or unimportant.

19. A copy of every new course proposal must be submitted to departments, schools, or divisions in which there may be overlap of the new course with existing courses or areas of strong concern, with instructions that they send comments directly to the originating Curriculum Committee. Please append a list of departments, schools, or divisions thus consulted.

Submitted by: 

[Signature] Date 6/30/2009

[Signature] Date

Department Chairman/Division Director

Dean of Graduate School (when required)

Approved by:

[Signature] Date 7/1/2009

[Signature] Date

Dean

Chancellor/Vice-President

University Enrollment Services

After School/Division approval, forward the last copy (without attachments) to University Enrollment Services for initial processing, and the remaining four copies and attachments to the Campus Chancellor or Vice-President.

UPS 704

University Enrollment Services Final—White; Chancellor/Vice-President—Blue; School/Division—Yellow; Department/Division—Pink; University Enrollment Services Advance—White
Digital Effects
N 357

3 credit hours

Instructor: Afsina Yildiz

Course Description
Integration of computer-generated imagery and digital effects technique for video production. Students learn techniques for creating digital effects, shooting video for effects, and the use of effects to aid in storytelling. Other topics covered include programming/scripting, shooting raw footage, effects, and media integration.

Prerequisite

N253

Course Objectives and Overview
By the end of this course students will be able to:
1. Comprehend the growing potential of engaging and effective storytelling.
2. Explore and construct new mediums of storytelling.
3. Produce a well-researched paper on new mediums of storytelling
4. Plan, design, execute animation using Adobe After Effects achieving the above.
5. Understand the motion graphics and postproduction workflow in effects based work
6. Build professional quality portfolio examples in motion graphics and compositing.

In this course, we will explore motion graphics and digital effects through demonstrations and hands-on projects. The class will use After Effects as the main compositing software. You may have to shoot and capture video and possibly record audio for this class.

Do not wait until the last minute to reserve equipment. In addition, if no one is available in IT266, you can return to IT 458 or 475.

Required Textbook
Title: After Effects Apprentice
Author(s): Chris Meyer and Trish Meyer
Copyright: 2007
ISBN: 0240809386
Publisher: Focal Press
Tools used in this course:
- Final Cut Pro
- Adobe Photoshop
- Adobe illustrator
Adobe After Effects 7 (AE)
DVD Studio Pro

Quizzes/Exams/Tests:
There will be no midterm, final exams, quizzes or tests. This course is solely based on the quality of your submitted projects.

Projects:
- Project 1  Bouncing Ball (Individual Project)
- Project 2  Synthesized world (Individual Project)
- Project 3  Opening Title of a program (Group Project)
- Project 4  Kinetic Typography (Individual Project)
- Project 5  Interactive Narrative (Individual Project)

There is only one group project. The grading for the projects will cover both the technical and the aesthetic aspects of the motion graphics. All projects should be turned in on a DVDR. DVDR should be in a protective case and have the following information on it:
  - Student/Group's name
  - Date
  - Project name
  - Class

Other handin instructions include:
  - You should keep copies of all the materials you submit, I will not return the submitted work and paperwork.
  - Change in points will be effective upon proof of miscalculation.

Paper:
There is one major research paper to be submitted as a midterm paper. The paper should elaborately discuss or explore new mediums of storytelling witnessed either on the Internet or an electronic device. The students are expected to present this paper with a story constructed and delivered in a new innovative way. Details will be given in the Project Details

Participation:
All students are expected to participate by answering questions and discussing projects during the lecture.

Attendance is mandatory. Genuine reasons like medical concerns will be taken into consideration with proper Doctor’s certificate. Attendance will be taken at the beginning of the class. Any student remaining absent for more than 4 classes will be docked a letter grade. Any student arriving late or leaving early consistently without a valid reason will be docked a letter grade. If you miss a class, it becomes your responsibility to take notes from your classmate.

Weekly Schedule and Information

Jan.12 th  Introduction to the course.  · Survey distributed
Jan.26th After Effects Review
Posting Project 1 - Bouncing Ball, due at the end of the class
LabTime - Completing Project 1 class.

Feb.2nd Defining stories, narratives and storytelling.
The traditions
Structure and types of stories
LabTimeLayer
Management –
· Layer management and Trimming
· Blending modes, Masking, Track Mattes, Stencils
Posting Project 2 Synthesized world
Check Project Details

Feb.9th Conventional vs. Unconventional methods of storytelling
Time and Tracking
· Motion Stabilization
· Motion Tracking

Feb.16th Class time for Project 2

Feb.23rd Project 2 Presentations
Building Hierarchies
· Parenting skills
· Nesting Compositions
· Precomposing
· Collapsing Transformations
Project 2 Due –
Posting Project 3 – :30 Opening Title Montage

Mar.2nd Myth stories from Ancient people/Folktales/cultural stories.
Keying, Color management

Mar.9th Midterm paper Presentations
Greenscreen recording

Mar.23rd Project 3 Presentations
Effects and Presets
· Applying and using effects
· Presets and variations
· Particle system
Project 3 due
Posting Project 4 -- Kinetic Typography

Mar.30th New age of storytelling - Digital storytelling
Games, Internet, DVDs, Slideshows, Textacy
  · Creating, Editing and Formatting text
  · Cascade style animations
  · Animator shapes
  · The wiggly selector
Editing

**April 6th** Class time for Project 4

**April 13th**
Presentations
Cameras, Light and Action
  · 3d Space
  · Cameras and Light
Project 4 Due
Posting Project 5 -- Interactive Narrative

**April 20th**
Linear Vs. Nonlinear storytelling
Message, Structure, Technique
Drawing, Painting, and Puppetry
Shape Layers
Paint and Clone
Working in AE

**April 27th**
Drawing, Painting, and Puppetry Contd.
Vector Paint
The puppet tools
Class time for Project 5

**May 4th** Final Projects Due – Presentations