Course Description:
This course, for students majoring in Animation & Game Art, equips students with skills required in post-production editing. Students will learn how to combine computer-generated imagery with matte painting and backgrounds and the core principles of proper compositing, color correction, and editing. Pre/Corequisite: DIG 1430. (4 hr. lecture)

Course Competency
Course Competency 1: The student will demonstrate knowledge of the interface and workspace by:
2. Working with layers in a project.
3. Animating elements through the use of keyframes.
4. Utilizing default effects available with the software.
5. Moving objects and elements in 3D space.
6. Rendering the animation.

Course Competency 2: The student will demonstrate knowledge of compositions by:
1. Importing footage into compositions.
2. Pre-composing composition elements in one composition.
3. Re-linking missing footage.
4. Importing Photoshop documents.
5. Importing Illustrator files.

Learning Outcomes: Computer / Technology Usage

Course Competency 3: The student will demonstrate knowledge of building and designing with layers by:
1. Creating typestyles and fonts.
2. Creating layer solids and shapes with masks.
4. Utilizing switches and blend modes to alter output.
5. Crafting custom shapes and masks.
7. Rotoscopying with the roto brush.
8. Refining with the roto brush.

Learning Outcomes: Aesthetic / Creative Activities

Course Competency 4: The student will demonstrate knowledge of animation by:
1. Creating keyframes in the timeline.
2. Interpolating and adjusting keyframes.
3. Adjusting keyframes in the Graph Editor.
4. Controlling animation with parenting and the pick whip.
5. Creating animation paths.
6. Timing animation to audio.
7. Trimming and sliding edits.
8. Swapping images in the timeline.

_Course Competency 5:_ The student will demonstrate knowledge of using effects to modify layers by:
1. Layering multiple effects.
2. Generating graphic effects with adjustment layers.
3. Building backgrounds with effects.