

## VIC 2204C

### Video Compositing and Motion Graphics 3

3 credits

GENERAL INFORMATION	
Course Prefix/Number: VIC 2204C	Course Title: Video Compositing and Motion Graphics 3
Number of Credits: 3	
Degree Type	<input type="checkbox"/> B.A. <input type="checkbox"/> B.S. <input type="checkbox"/> B.A.S. <input checked="" type="checkbox"/> A.A. <input checked="" type="checkbox"/> A.S. <input type="checkbox"/> A.A.S. <input type="checkbox"/> C.C.C. <input type="checkbox"/> A.T.C. <input type="checkbox"/> V.C.C
Date Submitted: 04/12/2007	Effective Year/Term: 2007/1
<input checked="" type="checkbox"/> New Course Competency <input type="checkbox"/> Revised Course Competency	
Course Description (50 words or less):  This course is an advanced course in visual effects for film and television. The student will learn advanced level techniques of still and motion graphic design in visual effect compositing for film and video using Photoshop and After Effects. Prerequisite: VIC 2203C with a grade of "C" or better. Laboratory fee.	
Prerequisite(s): VIC 2203C	Corequisite(s):

**Competency 1: The student will be able to identify which film and video sequences will be enhanced by the introduction of 3D animation elements by:**

- Reading the script and tagging those sequences that may require 3D enhancement
- Determining which type of enhancement or compositing is most appropriate and cost effective

**Competency 2: The student will be able to show proficiency in manipulating video elements for 3D compositing by:**

- Adding the Z-axis to a 2D layer
- Determining what "lenses" and "angles" on a camera should be used depending on the elements on the frame
- Using multiple views

**Competency 3: The student will demonstrate proficiency in creating animations in 3D space by:**

- Identifying, describing and using the X, Y, and Z planes
- Applying changes through the use of key frames to various layers on 3D space
- Creating and animating cameras
- Applying and animating light sources

**Competency 4: The student will demonstrate proficiency in creating elements to be used in editing projects by:**

- Identifying and describing the rendering pipeline
- Creating output templates
- Creating render settings templates

**Competency 5: The student will demonstrate knowledge of advanced broadcast graphic tools and techniques by:**

- Applying the clone tool to a layer
- Creating and applying expressions
- Using the nondestructive properties of the paint tool

Revision Date: \_\_\_\_\_

Approved By Academic Dean Date: \_\_\_\_\_

Reviewed By Director of Academic Programs Date: \_\_\_\_\_