



GRA 1141c

Graphic Imaging II

ADVANCED INTERNET IMAGING

Professional Motion Graphics and Web animation for the Internet.

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GRA 1141

Graphic Imaging II

Course handout prepared by David W. Smith 2004-2

This course will teach students how to create and prepare portfolio quality animations, using .SWF interactive movies and QuickTime video for the Internet. It will teach students how to produce vector and pixel based professional web animation to standards for distribution on or use on the Internet. Students will use vector and pixel based applications to create animated images and movies for a controlled length of time. Students will learn the pre planning, storyboarding, and production of animations with time based and frame based application. This is a required course for students in the Graphic Internet Technology and recommended for Computer Animation majors. Professionals wishing to upgrade their skills in the publishing, web design broadcast TV, or advertising industry will also benefit from this course. Special Fee, [2 hr. Lecture, 2 hr. Lab = 6 Clock hrs. (96 college hrs. Total)] (Minimum 81.6 Hrs.) Prerequisites: Electronic Photoshop, GRA 2577c, and GRA 1752c, Graphic Imaging One.

Competencies:

- 1. Students will learn the CPU, Hard Disk, browser and Ram requirements of vector and pixel based applications by performing and passing a written or verbal test on this information.**
- 2. Students will learn the concepts and the basic features of vector and pixel based applications and understand the differences between frame based and time based animation as used on the Internet by performing and passing a written or verbal test on this information.**
- 3. Students will learn the Flash interface, Flash file formats and file management by performing projects and producing .swf movies on this information.**
- 4. Students will learn how to import images from other applications into After Effects by performing projects and/or passing a written or verbal test on this information.**
- 5. Students will learn the tools in vector and pixel based applications along with their attributes such as: Fills And Strokes, Selection Tools, Text And Fonts, Colors, Gradients, Color Picker, and Transforming Content. After learning the tools students will create and manipulate content inside the authoring environment. by performing and passing a projects on this information.**
- 6. Students will learn how to use the After Effects timeline, frames and keyframe's along with layers and modes by performing and passing projects on this information.**
- 7. Students will learn how to use the After Effects export settings to produce .SWF and Quicktime animations by performing and passing projects on this information.**
- 8. Students will learn how to use Flash' tweening, guides, masking techniques, and bandwidth calculation by performing and passing projects on this information.**
- 9. Students will learn how to optimize interactive .SWF movie files for the internet and CD authoring by performing and passing final projects on this information.**
- 10. Students will learn advanced concepts with After Effects Pro, the basic features of After Effects and understand the differences of rendering for the Internet and rendering for CD**

11. Students will learn the After Effects interface, After Effects bin and timeline, file formats and file management by performing and passing a written or verbal test on this information.

12. Students will learn advanced techniques in After Effects Pro such as Time Re-mapping and Motion Tracking by performing projects on this information.

13. Students will learn to identify and organize palettes and windows, identify and sort source material, alter resolution for source material, use quality and zoom settings, and work with layers, switches, and properties by performing and passing projects on this information.

14. Students will learn how to use the After Effects Pro to produce 3D animations with vector or pixel based source files, use of quality switches, 3D transformations, with audio by performing and passing a project on this information.

15. Students will learn how to use pre-composing layers and nesting compositions to render appropriately and understand the settings and options on rendering, by performing and passing numerous projects on this information.

16. Students will learn how to optimize After Effects Pro to produce .SWF and Quicktime movie files to produce portfolio content for the Internet by performing and passing projects on this information.

17. Students will produce a portfolio CD, of all their imagery and animations for presentation to their classmates or prospective clients.

TEXT

The textbook to be used for this course is:

After Effects in Production: A Companion for Creating Motion Graphics Version 6.5

Publisher: CMP Books; 3rd Book & DVD edition ISBN: 1578202493

SUPPLIES

The following supplies will be required for this course:

- 1. One loose-leaf binder, 3-4-inch spine.**
- 2. Loose-leaf filler paper, 100 sheets.**
- 3. Five blank CDR discs.**
- 4. Highlighter pen- Yellow.**

CLASS ATTENDANCE GRADE

Students are expected to attend every class regularly and to arrive on time for each class.

Excessive absences and tardiness will affect the student's final grade average. It is the student's responsibility to make up class work and notes when absent or late for class.

The attendance grade will be expressed as a percentage of the number of hours the class meets during the semester and will constitute one-fifth of the student's final grade.

QUIZ GRADES

Quizzes may be given at any time. If you do not take the quiz or test on the assigned date, you will be given a make-up quiz and will lose 10 percent of your grade. If you are absent and excused, you will be given a make-up quiz but will not lose 10 percent of your grade.

PROJECT GRADES

Projects will have an assigned due date to be completed. If they are not handed in on time they will lose 15 percent of the grade. The projects will be graded on their neatness, creativity, completeness and accuracy of following instructions, and how well you completed the project objectives.

FINAL EXAM

The final exam will be your final animated portfolio CD which you will present to the class for review and critique. If you do the final animated portfolio CD on the required date you must make special arrangements with the instructor for presentation.

GRA 1141 is a four-credit course which meets 84.8 hours during the semester. Enough time is scheduled to complete the assigned projects during the regular hours of the course. Students may use the computer lab outside of class time to do lab work only if the instructor in-charge at that time has given you permission.

GRADING SCALE

The grading scale for all elements of this course is as follows:

A = 100 - 93

B = 92 - 84

C = 83 - 70

D = 69 - 62

F = below 62.

SAFETY

Please observe the following safety guidelines:

- 1. Note evacuation routes and procedures posted by doors inside the lab.**
- 2. A fire alarm is a triple horn/buzzer effect. When a fire alarm is sounded, please exit quickly.**
- 3. Please enter and exit only through designated doorways. All other entrances are emergency exits only and an alarm will sound if they are opened.**
- 4. Never eat or smoke in the lab.**
- 5. Never touch any computer cabling without express permission of the teacher or supervisor.**
- 6. Do not attempt to boot the computer off a CD or removable drive.**

In an effort to preserve the environment, recycling boxes are located around the lab room for refuse paper. Special concessions, such as reserved computer workstations, will be made for the physically challenged.

If you need help with class work you may contact Mr. David W. Smith, at 305-237-1186 and schedule assistance during his office hours. You may also email him at david.smith@mdc.edu.