

Miami Dade Community College, North Campus
School of Entertainment & Design Technology
Department of Film and Television

SYLLABUS

COURSE TITLE: **FILM/TV GRAPHICS VIC 1202**
CLASS TIME: **Monday 1:10– 4:30 PM**
REFERENCE: 333385/333521
TERM: Spring 2006 (20052)
CREDITS: 3
INSTRUCTOR: Rubén Abruña
OFFICE PH. #: 305-237-1611
E-MAIL: rabruna@mdc.edu
WEB: <http://faculty.mdc.edu/rabruna>
OFFICE HOURS: Monday: 4:40-5:40 PM
 Tuesday: 1:20-3 PM, 5:40-6 PM
 Wednesday: 4:50-5:40 PM
 Thursday: 11:10-1:25 PM

I. COURSE DESCRIPTION: Basic theory and creation of graphics for Film/TV using Photoshop and After Effects.

II. COURSE LENGTH: 16 Weeks

III. PREREQUISITE: None

IV. COURSE COMPETENCIES: The student will be able to:

1. Differentiate between vector and raster graphics.
2. Understand the concepts of pixels and resolution.
3. Learn about selections, transparency and channels.
4. Know how to create and use alpha channels.
5. Understand luma, chroma, and alpha keys.
6. Work with layers and use blending modes.
7. Learn basic graphic design concepts.
8. Design basic graphics for Film/TV.
9. Create basic 2-D animations Create basic motion graphics using After Effects.
10. Learn how to export Photoshop and After Effects files to Avid and Final Cut Pro.

V. METHODS OF INSTRUCTION: Readings
Lectures
Exercises
Demonstrations
Tutorials

VI. METHODS OF ASSESSMENT: Class participation
Exercises
Quizzes
Practical Exams
Critiques

VII. GRADING

Final course grades will be based on the following:

<u>Assignment</u>	<u>%</u>
Quizzes (5)	10%
Midterm Exam	25%
Final Exam	25%
Exercises and Tutorials (6)	30%
Attendance & Class Participation	10%
Total	100%

100-90%	= A
89-80%	= B
79-70%	= C
69-60%	= D
59-00%	= F

VIII. CLASS POLICY

1. Reading the syllabus is the student's responsibility.
2. 4 unexcused absences will result in an automatic F in the course. Valid excuses are a signed letter from a medical doctor that I can call to verify that you were sick, a letter from a judge and a verifiable personal emergency or tragedy. If you are late 20 minutes or more, you are marked absent. Two late arrivals equal one absence.
3. Exercises and assignments are to be delivered on time. If you are late in delivering an exercise, 15% will be deducted for every day past the due date.
4. If you miss class, for any reason, it is your responsibility to find out what you missed from a classmate or refer to the class schedule in this syllabus.
5. When I am demonstrating and showing techniques on the screen you must watch and not work on something else. This course relies heavily on on-screen demos. More than 50% of the questions that come up are a result of not watching the professor's demonstrations.
6. Class time is designated to set direction, discuss and demonstrate new concepts and techniques, and to give critiques and feedback on work done to date. It is not expected that students will complete all assigned projects during class hours. Students are expected to work additional lab hours outside of class time to complete the course requirements. You should anticipate spending an average of 4 hours per week outside of class to complete assigned work.
7. Students should join in the classroom discussion. Students should expect constructive criticism from the instructor and the classmates.
6. SEDT is not responsible for lost, corrupt, or deleted projects. It is the student's responsibility to backup his/her work. Students are expected to backup their work after each editing session.
7. Never touch any cabling, or reconfigure any computer without the instructor's or lab manager's permission and supervision.
8. No food or liquids allowed In The Lab! Eat or drink outside.
9. Cell phones must be off, silent or in vibrate. If a cell phone rings during class time, I will retain your phone until the end of the class period. Repeated offenders will have points deducted from their final grade. Don't even think of answering a cell phone call in the lab or during class time.

IX. TEXTS & MATERIALS

Required Texts:

1. PHOTOSHOP FOR DIGITAL VIDEO, Elsevier: Focal Press, 2005. ISBN: 0-240-80633-6
2. The Focal Easy Guide to After Effects, by Curtis Sponsler, ISBN: 0-240-51968-X

Recommended Texts:

1. Bargh, Peter, Photoshop 7.0 A to Z: The Essential Visual Reference Guide, Oxford: Focal Press, 2002. ISBN: 0-240-51912-4
3. Harrington, Richard, PHOTOSHOP FOR NONLINEAR EDITORS San Francisco: CMP Books, 2004. ISBN: 1-57820-209-4
4. Meyer, Trish and Chris, Creating Motion Graphics with After Effects, Volume 1: The Essentials, San Francisco: CMP Books, 3rd Edition.
5. Harrington, Richard; After Effects on the Spot. San Francisco: CMP Books, 2004.

Required Materials: CD-RW or 128Mb (minimum) Flash Drive.

X. RELATED WEBSITES

<http://forums.creativecow.net/index.html>

DMN forums: <http://www.dmnforums.com/htm/homeset.htm> and select a Forum

Adobe PSCS2 site: <http://www.adobe.com/products/tips/photoshop.html>

Warehouse of good PS sites: <http://www.photoshoproadmap.com/Photoshop-sites/Best-rated/1>

<http://www.photoshopsupport.com/>

<http://graphicssoft.about.com/od/photoshopsites/>

National Association of Photoshop Professionals: <http://www.photoshopper.com/>

AE Tutorials: <http://msp.sfsu.edu/Instructors/rej/aepage/tutorials.html>

Adobe AE site: <http://www.adobe.com/products/tips/aftereffects.html>

XI. SCHEDULE OF TOPICS AND ASSIGNMENTS

Week 2 Rules of the game. Lab protocol. Log In and save to the server. Getting to know the work (Jan 9-14) area. Demo: Working with Selections.

Week 3 MLK Holiday: NO CLASSES
(Jan 17-21)

Week 4 Blending modes and layers. Demo: Layer Basics
(Jan 23-28) Layer masks & transparency. Demo: Alpha channel.
Read: P 31-40; 128-131 (Broadcast and tech issues)

Week 5 Quiz 1 on how to create an alpha channel. Serif vs. sans-serif
(Jan 30-Feb 4) Working with type. Layer styles. Read: 133-141; 239-241 (Typography)
Film/Video type: Lower thirds, rolls, crawls and full screens.

Week 6 Demo: Logos Quiz 2 on basic typography.
(Feb 6-11) 126-127 (Kerning Exercise) 62-65 (Lower Thirds Exercise)
Scanning. Working with NLE's. Project: 3 words and 3 pixs.

Week 7 Quiz 3 on layers and blending modes.
(Feb 13-18) P. 67-71 (Martini and Fritos exercises). Read: 181-189 (Blending)

Week 8 Blending Exercise is due. Midterm
(Feb 20-25)

Week 9 Basic AE interface. Position. Keyframing and Assistants.
(Feb 27- Mar 4) Scale, rotation and opacity

Week 10 *Getting Animated*. Anchor point. Transfer modes.
(Mar 6-11) Quiz 4. Masking and track mattes. Keying.

Week 11 *All That jazz*. Adjustment Layers. Nesting
(Mar 13-18)

Week 12 Quiz 5. *Blending Modes*. Effects
(Mar 20-25)

Week 13 Type.
(Mar 27-Apr 1) Working with Photoshop and NLE's

Week 14 Quiz 6.
(Apr 3-8)

Week 15 *Revealing Type* is due. Begin Final.
(Apr 10-13)

Week 16 Submit final.
(Apr 17-22)

Week 17 Week of final exams.
(Apr 24-29)

This schedule is subject to change.