

Course Description

DIG2113| Post Production & Editing | 4.00 credits

This course equips students majoring in Animation & Game Art 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: DIG1430 (4 hr. lecture)

Course Competencies:

Competency 1: The student will demonstrate knowledge of the interface and workspace by:

1. Creating new compositions
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

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:

- Use computer and emerging technologies effectively

Competency 3: The student will demonstrate knowledge of building and designing with layers by:

1. Creating tpestyles and fonts
2. Creating layer solids and shapes with masks
3. Building shape layers
4. Utilizing switches and blend modes to alter output
5. Crafting custom shapes and masks
6. Creating variable-width feathered masks
7. Rotoscoping with the roto brush
8. Refining with the roto brush

Learning Outcomes:

- Demonstrate an appreciation for aesthetics and creative activities

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

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