GRA 2168C Visual Effects & Compositing

Course Description: Students will explore the world of compositing and visual effects in this intermediate-level course. This course will offer skills in creating transition effects, compositing and motion tracking. Projects include knowledge of outputting and formatting final files for Film, TV and Web application environments for client delivery. (2-hour lecture. 4-hour lab)

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<th>Course Competency</th>
<th>Learning Outcomes</th>
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| **Competency 1**: The student will produce intermediate-level motion designs by: | • Communication  
  • Critical thinking  
  • Computer / Technology Usage  
  • Aesthetic / Creative Activities |
| 1. Controlling temporal and spatial timing in animation projects.  
2. Using advanced camera movements.  
3. Compositing 3-D models or animation with video footage. | |
| **Competency 2**: The student will output intermediate-level composites by: | • Communication  
  • Critical thinking  
  • Computer / Technology Usage  
  • Aesthetic / Creative Activities |
| 1. Compositing video with digital generated graphics.  
2. Compressing files for print, web or video environments.  
3. Controlling output render passes for compositing. | |
| **Competency 3**: The student will output intermediate-level visual effects by: | • Communication  
  • Critical thinking  
  • Computer / Technology Usage  
  • Aesthetic / Creative Activities |
2. Compressing files for print, web or video environments. | |
| 3. Controlling output render passes for compositing. |