

Course Syllabus

NTM 3634 – Computer Animation & Motion
Wednesday – 5:30-8:10 PM

Instructor: Scott C. Halford
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Prerequisite: Students must have Photoshop. Audio/Video for Production is highly recommended.

Course Objectives: The purpose of this course is to teach animating and compositing using Adobe After Effects. This will take students through to an intermediate level understanding of the use of the program to create basic animations.

Compositing is the process of placing multiple layers of video and graphics into motion picture to form special effects. Motion graphics are used for creating animated titles and background animations for news, motion picture, commercials and other media applications where motion is needed.

Course Materials:

- This class will be taught using prepared materials provided by the instructor and the text: **Classroom in a Book for Adobe After Effects CS6**. The learning will be from the book as well as hands on.
- Use of a personal external hard drive that is formatted for MAC is recommended. Some form of media storage will be required when mostly graphics are being used. Video cannot be captured or edited using thumb drives or flash media.
- All additional assets needed to complete assignments will either be provided by the instructor or will be produced by the students (ie. Taking photos or recording video).

Policies:

- **Attendance:** you are encouraged to attend class and make it on time. Lectures will take place at the beginning of class every day and it is recommended that students attend class and attend on time. In addition, random quizzes may be held at the beginning of class to benefit those attending on time.
- **Attendance extended:** It is highly recommended that you attend and show up on time. Most of the learning in class will be hands-on. While support notes will be provided to the class, a lot of information will be missed through absence. Because film is so collaborative, project ideas and development will happen in class. If you miss class, you may miss out on some very important project development.
- **Cheating:** Don't do it or your computer will kill you. (And you will get a big fat zero on your assignment.) I am also required to report you if there is repeated problems with cheating and to give you a failing grade.
 - **Cheating includes and is not limited to:**
 - Turning in someone else's work.
 - Turning in work done before the beginning of the semester.
 - Making a couple of changes to a group member's timeline and claiming it is all your work.

Grading:

- **Assignments:** There will be three assignments during the semester, which combined, will be equal to 1/3 of your final grade. These assignments are (1) editing a pre-shot narrative scene, (2) editing a pre-shot documentary and (3) making a 30 sec commercial for a client.
- **Group Projects:** There will be two projects: (1) A 30 second commercial, and (2) a short narrative film or documentary. These two projects will make up 1/3 of your grade. If you wish to work on your own, the instructor will need a valid argument as to why as your project will not suffer from you working on your own.

- **Exams:** There will be two multiple-choice exams that will make up 1/3 of your final grade. There will be no makeup exams if the exam is missed.
- **Grade Scale:**
 - A 94-100
 - A- 90-93
 - B+ 86-89
 - B 83-85
 - B- 80-82
 - C+ 76-79
 - C 73-75
 - C- 70-72
 - D+ 66-69
 - D 63-65
 - D- 60-62
 - F Below 60

Homework: The three assignments will need to be edited on your own. The two projects and practice projects will be shot and edited during class times.

SSD Statement: Any student requiring accommodation or services due to disability must contact Services for Students with Disabilities (SSD) on room 181 of the Student Services Center, 626-6413 at the Ogden Campus. SSD can also arrange to provide course materials (including this syllabus) in alternate formats if necessary.

Note from the instructor: It is my goal to give you a fun learning experience. I want to make this class a major part of the “cool factor” at Weber State University. If we aren’t doing cool things and having a lot of fun doing them, then it will be hard to keep doing it when you are getting paid. The full range of talents that are developed in Video Production can be challenging to learn, however, once the initial concepts are learned, it can be nothing but fun and never anything but hard work.

You can expect the assignments to be somewhat perfunctory at first, but then as the semester goes on you will be expected to exercise your creativity and find uses for your newfound skills in practical applications. Your two projects should reflect use of all the skills you have acquired in the class.

In addition to learning Premiere Pro, you will be exposed to video production techniques that will help you develop high quality videos for use with your motion graphics and effects.

Objectives:

- **THE TEXT:** I would like for us to get through the text as quickly as possible. The text will give you a very good foundation. Beyond that, there is a lot of very useful stuff you can practice to make yourself a value in the industry.
- **THE PROJECTS:** As we move through the text, I will prepare a few projects that will help you use your creativity.
- **THE TESTS:** There will be one written test at the end of completing the lessons in the textbook. The final will be a production test on the day and time of class in the week of finals.
- **THE FUN:** I want to be able to have time to come up with a few things to do for fun like some green screen effects or star wars gags.

Schedule:

The schedule will be detailed in the Canvas Calendar.

I love this field and I look forward to being able to teach you this semester. Let’s have fun.

Date

Details

Date	Details
Wed Jan 14, 2015	Chapters 1-2 5:30pm Introduction to AE 5:30pm
Wed Jan 21, 2015	Chapters 3-5 5:30pm to 8:10pm Chapters 6-9 5:30pm to 8:10pm Foursite Logo Animation 5:30pm to 8:10pm
Wed Jan 28, 2015	Chapters 10 5:30pm to 8:10pm
Wed Feb 4, 2015	Rocker Dude & CH 11 5:30pm to 8:10pm Foursite Logo Animation due by 11:59pm
Wed Feb 11, 2015	NO CLASS 5pm to 8pm
Wed Feb 18, 2015	3D Logo Bumper 5:30pm to 8:10pm
Wed Feb 25, 2015	NO CLASS 5:30pm to 8:10pm
Wed Mar 4, 2015	Chapter 12 5:30pm to 8:10pm Chapter 14 5:30pm to 8:10pm Rocker Dude due by 11:59pm
Wed Mar 18, 2015	Chapter 13 5:30pm to 8:10pm 3D Logo Bumper due by 11:59pm
Wed Mar 25, 2015	Tips: Making a Planet 5pm to 8:10pm
Wed Apr 1, 2015	Green Screen Shoot 5:30pm to 8:10pm
Wed Apr 8, 2015	NO CLASS 5pm to 8pm
Wed Apr 15, 2015	Final Test Review 7pm to 8:10pm
Wed Apr 22, 2015	FINAL 5:30pm to 8:10pm Production Exam due by 7:55pm
Thu Apr 23, 2015	Final due by 11:30pm
Fri Apr 24, 2015	iPad Houses due by 11:59pm Jungle Green Screen due by 11:59pm