

ADVANCED ADOBE AFTER EFFECTS SYLLABUS

TMA 370R Section 001 • WINTER 2009

Class Time: TBA, room A460 HFAC

Teacher: Lauren Roundy

Email: byuaeclass@gmail.com (If you have my other e-mail address, please do not use it to contact me for class purposes!)

Phone: (cel) 801-735-1396 (Please try to contact me by e-mail first. Only call if it is urgent.)

ADVANCED CLASS OBJECTIVES

1. Learn advanced compositing and motion graphics techniques.
2. Learn more about the industry and the “do’s and don’ts” of working as a motion graphics artist or compositor, including how to make a good reel, and what to charge as a freelance artist.
3. Create a nifty animation (or two).

MATERIALS

1. **Book (optional):** *Creating Motion Graphics with After Effects, Fourth Edition: Essential and Advanced Techniques (DV Expert)* (a few editions exist; pick the recent one) by Chris & Trish Meyer. Get it online — it’s cheaper that way.
2. **Storage Media:** The lab computers are supposed to be wiped clean every week; do not rely on them to preserve your files throughout the semester. Your projects (with sources) can take anywhere from 1MB (megabyte) to 300 MB (for a medium-sized final project). I don’t think any of our in-class projects will go over 30MB. *Here are some options:*
 - **USB Flash Drive:** very small storage devices (about the size of a pocketknife). Different kinds hold anywhere between 512 MB to 16 GB (gigabytes). They are getting cheaper and cheaper (\$10 – \$60-ish).
 - **Firewire Drive:** will easily hold all your project files, but can cost well over \$100. These are very good longer-term investments. Make sure you have a firewire cable with it!
 - **Burnable CDs/DVDs:** you can burn your work onto a CD or a DVD at the end of each day using the lab iMacs. You can often buy a spindle of 50 or 100 CDs for as low as 10 cents each or even free (after a rebate) at places like Office Max or Comp USA. A little messy in the long run, but a good short-term (read: single-semester) solution. DVDs are a bit more.
 - **Network Drive:** Please choose this option ONLY if you are savvy enough with computers to figure this out on your own!

HOW YOU'LL BE GRADED

1. **Attendance & Attention:** Come to class. Pay attention. Please.
2. **Homework:** Sometimes I will give you a small animation to create with After Effects during the two weeks between classes. You may be expected to create your own source files and you will be given specific requirements that you will have to meet for that assignment. You will need to turn in the **After Effects Project and a link to your finished movie on Youtube or Vimeo via E-MAIL!** I don't want any CDs or flash drives this semester.
3. **Presentation:** Each advanced student will be required to sign up for a time to teach an advanced AE technique during class. The presentation will need to be 10-15 minutes long, and the subject will need to be approved by me beforehand. A sign up sheet will be handed out on the 2nd week of class. This will also require that you take time outside of class to research and prepare.
4. **Midterm Project:** This semester, to ensure that the final projects meet the requirements, you will be required to turn in a script for your final project (complete with visual effect breakdowns) and the opening and/or ending credits sequence (30 seconds or longer) of motion graphics. (See below for more details).
5. **Final Project:** A 2-5 minute short **live action** film with 10 or more visual effect shots. Also, the final project will need to have a motion graphics intro or ending credits sequence that lasts 30 seconds or more. (This will be your midterm project). This project will be presented to the class on the last day of class.

GRADING (There are 100 points possible in this class)

5 – Attendance & Attention
20 – Homework
20 – Advanced Technique Presentation
25 – Midterm Project (Script and Motion Graphics titles for short film)
30 – Final Project

Here is how you will be graded: 93-100% = A; 90-92% = A-; 88-89% = B+; 83-87 = B;
80-82 = B-; 78-79 = C+; 73-77 = C; 70-72 = C-; 68-69 = D+; 63-67 = D; 60-62 = D-;
0 to 61 = E

Honesty: Don't cheat. Don't steal software. Do your own work. In addition to the more important aspect of being requisite to entering the kingdom of heaven, honesty is **very** appreciated among most motion graphics designers, and the dishonest are typically cast out from among them, or at the least get a firm scolding from the community.

Last Words: I understand that you are probably taking other classes that mean a lot more to you than this one. I want this class to be an enjoyable experience for you, although I do expect you to put some hard work into it. If you think anything in here might be a problem for you, let me know, and we'll see what can be done.