

# Middlesex Community College New Media Studies Center Initiative

Course: DGA\*257 Motion Graphics and Effects
The following New Media course was developed as part of
the New Media Studies Center Initiative TAACCCT Grant

July 27, 2015

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# DGA\*257, Motion Graphics and Effects, SPRING 2015

Course meets Thursdays 7:00 PM - 9:40 PM in CHAPMAN - 610 Instructor: Michael Schleif, MSchleif@mxcc.commnet.edu

#### **Course Goals**

An introduction to the creative and technical processes involved in the production of motion graphics and visual effects. Through theories, instructions, visual examples, and hands-on production students will learn the fundamental principles of animating and producing visual effects utilizing industry-leading software and hardware. Topics include: motion graphic animation concepts, compositing, masking, effects, keying, motion tracking, rotoscoping and animating in 3D space. Students' experience will include the production of various animated projects to further enhance their production portfolios.

# **Required Resources**

Portable external hard drive (USB and/or Thunderbolt)

#### Recommended Resources

Adobe After Effects CS6 Classroom in a Book by Adobe Creative Team

#### **Ground Rules**

- 1.) Attendance is important. We will cover a lot of ground in each class meeting and I expect you to be on time and attend every meeting. If you absolutely must miss a class or are going to be late please notify me via email or voicemail before class so arrangements can be made. Unexplained absences will result in falling behind and a zero for the day. Please don't make poor attendance an issue.
- 2.) <u>Projects must be presented on time.</u> Time management is an important aspect of video production. No late projects will be accepted. Projects are to be submitted in quicktime file format to the Student Transfer drive prior to the start of class.
- 3.) <u>Submit original work.</u> Evidence of cheating, dishonesty, plagiarism or failing to submit one's own original work may be grounds for a failing grade.

#### **Grading Policy:**

70% - Projects and Assignments, 30% - Attendance

## Week 01 – January 22:

AE Basics: The Interface and Developmental Skills, Rendering and Exporting.

The Art of Keyframing

Assignment 01: Tetris (Due Jan. 29)

## Week 02 – January 29:

More AE Basics: The Interface and Developmental Skills

Effective use of Color and Style, Masks

**Assignment 02: Tetris Upgraded. (Due Feb. 5)** 

# Week 03 – February 5:

Understanding AE: Text, Track Mattes, Layering and Pre-Composing

Assignment 03: L3 (Due Feb. 12)

# Week 04 – February 12:

Understanding AE: Adjustment Layers, Sound and Effects.

Assignment 04: FSX (Due Feb. 19)

# Week 05 – February 19:

Understanding AE: Working in 3D Space: Cameras

**Assignment 05: Cityscape (Due March 5)** 

# Week 06 – February 26:

Understanding AE: Working in 3D Space: Nulls, Lights

## **Week 07 – March 5:**

VFX: Visual Effects Work

Intro to Chroma Key. Color matching, Garbage Masks

Hands On: "Planet 9"

#### **Week 08 – March 12:**

VFX: Tracking in Mocha, AE Compositing, Rotoscoping

Creating "Old Liberty Beach"

Assignment 06: Chroma Tracker (Due Mar. 26)

#### Week 09 – March 19:

**Spring Break – No Class** 

# **Week 10 – March 26:**

VFX: More with Compositing, Rotoscoping, and Tracking

"Forrest Gump", "Frozen Crossing", "The Gravity Gun"

Hands On: "The Gravity Gun" (Alyx)

**Assignment 07: Time Traveller (Due Apr. 9)** 

## **Week 11 – April 2:**

VFX: More with Compositing, Tracking, and Color Matching, Blending Modes

"The Gravity Gun"

Hands On: "The Gravity Gun" (Wren)

#### **Week 12 – April 9:**

Practical Lighting & Compositing 3D Pre-composed Layers

VFX: More with Compositing, Tracking, Effects and Rotoscoping.

"Laser Jockeys", "Star Jumper"

Hands On: "Laser Jockeys"

**Assignment 08: The Virtual Console (Due Apr. 23)** 

# **Week 13 – April 16:**

More with Compositing 3D Pre-composed Layers, Expressions VFX: More with Compositing, Tracking, Effects and Rotoscoping.

# **Week 14 – April 23:**

Time and Text Manipulation

Assignment 09: Motion Graphics & VFX Demo Reel (Due Finals Week TBD)

# **Week 15 – April 30:**

Q&A; Demo Reel Workshop

**Week 16 – May 7:** 

Reading Day - No Class

Week 17 – May 14:

Final Exam Week

Review & Wrap Up

<sup>\*</sup>Syllabus subject to change.