

CA1438 COMPUTER GRAPHICS

Meeting Times and Location: Tuesday/ Thursday, 8-11, room 231

Instructor Name: Steve Paul, sdpaul@aii.edu
Website: www.stevepaul.com

Office Hours and Location: Mondays/Wednesdays, 11-12, Room 303, or by appt.

Course Description: This course introduces techniques in type design and animation using compositing software. Emphasis is on design, storytelling and technical precision.

Course Length: 11 Weeks

Contact Hours: 60 total hours = 20 Lecture hours, 40 Lab hours

Credit Value: 4

Course Competencies:

- Demonstrate proficiency of basic computer terminology and functions.
- Explain basic interface.
- Utilize network for copying and saving files.
- Demonstrate proficiency with multi-file format, multi-platform integration techniques.
- Import and export specific file formats and file sizes.
- Create and utilize built in alpha channels and mattes.
- Demonstrate proficiency with basic keyframing techniques.
- Define the concept of timeline based editing.
- Explain timing and altering layers over time.
- Illustrate the use of layers and how they relate to one another.

Textbooks: Required:
<http://www.videocopilot.net/basic/index.html>

Recommended:
After Effects Apprentice
Meyer, Trish & Chris CMP Books
Creating Motion Graphics
Meyer, Trish & Chris CMP Books

Materials and Supplies: Notebook paper, pen/pencil

Estimated Homework Hours: 4 hrs/week outside of class

Technology Computer, Mac OS or Windows, After Effects 6.5, Jump drive/hard drive to

Needed: save work

Student Evaluation:

Assignment	Percentage Pts.
Two Words	5
Dialogue	10
Music	10
Title	10
Final Proposal	5
Final Style Sheets	10
Final Rough Draft	10
Final Final	15
Class Participation	25

Animation / VFX Department
grading scale:

100-95%	A
95-90%	A-
89%	B+
88-85%	B
84-80%	B-
79%	C+
78-75%	C
74-70%	C-
69%	D+
68-60%	D
<60%	F

Class Policies:

- **Accountability:** Each student registered for this class will be held accountable for successfully demonstrating the course competencies, course skill sets, and course knowledge set up by the instructor at the beginning of the quarter.

This includes coming to class, participating in class discussions,

taking notes, as well as doing the assignments.

- **Attendance:**

If you have missed 12 hours of class total, you will fail the class.

Percentage points will be deducted from your final grade for class time missed:

- **3 hours missed = 0% deduction**
- **6 hours missed = 10% deduction**
- **9 hours missed = 25% deduction**
- **12 hours missed = 40% deduction**

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This includes time counted off for lateness. You must be present at the beginning of class.

Any time missed after the beginning of class will be counted in 15 minute increments. (for example -- 8:05 = 15 minutes late). The first hour of class is especially crucial in a project-based classroom. It is our opportunity to share technical skills, develop ideas, get feedback, share news and tips, and work together as a class. Though we may be more

independent in the latter hours of a class, *I expect EVERYONE to attend the first hour from the beginning.*

- **Deliverables:** Specifications on how each assignment is to be submitted will be given in class. These may include a location on the Ai network Drive. All assignments, regardless of the medium on which they are submitted, must be entirely contained in a folder named as your *Last-Name, First-Name*. Only assignments submitted on time in the specified manner will be considered for grading.
- **Extraneous materials:** Do not hand in extraneous material with your assignment files. Include only what you have been instructed to hand in. Multiple versions of an assignment will not be graded. Cluttered submissions may lower your grade. The deliverables for assignments are listed on assignment handouts. Note that in addition to the final product of an assignment, you are always required to hand in the files you used to generate the final product (e.g. scene files). If you fail to submit the appropriate files, your assignment will not be accepted.
- **Excessive Absences:** Students with excessive absences will be withdrawn from class. Excessive absence is defined as follows: 8 consecutive hours of a lecture class, 12 consecutive hours of a lab/lecture class, or 30 consecutive hours of culinary class. For the purposes of determining excessive absence, The Art Institutes International Minnesota does not distinguish between excused and unexcused absences because in either instance students have missed valuable learning experiences.
- **Medical Absences:** In the event of illness or emergency, students are responsible for class material and should follow the procedures described in the course syllabus for contacting the instructor and keeping up with planned learning activities. In the case of unavoidable but planned absences, the student should communicate with the instructor and prepare assignments in advance when possible. Even with prior notification, a student will be marked absent and there may still be an impact on grades.
- **Appeals:** Appeals for excessive absence withdrawal are limited in scope and rarely granted, following a

presumption that a student who has missed two consecutive weeks of class is too far behind to reasonably make up the learning lost. The primary basis of an appeal should be clerical or record errors in which the student can demonstrate attendance was inaccurately recorded.

- Students may be readmitted to school the term following an attendance termination by appeal. The written appeal of an attendance termination must state any mitigating circumstances that contributed to the termination and must include appropriate documentation in support of the appeal. Mitigating circumstances may include serious illness of the student or immediate family member, a death in the immediate family, work related exigencies, and other factors outside of the student's control. The written appeal should also include, in detail, a discussion of how the student has changed circumstances, learning strategies, or attitudes to ensure success upon readmission. A written appeal should be professionally prepared, not handwritten, and it should include current contact information.
- **Grading:** Grading is based on the ability to successfully demonstrate mastery of knowledge, skills competencies; and the application of such mastery on the class assignments. Your final grade depends as much on weekly progress and participation (which includes attending the class) as it does on the outcome of your assignments. If you miss class it is your responsibility to find out what you missed via your classmates and get caught up by the next class.
- **Class Pace:** You have chosen a career that is very competitive and you will be expected to be able to handle the workload and deadlines. If you find yourself behind and need extra outside of class help, I will be happy to spend time outside of class with you myself, a Teaching Assistant (if available), or you can contact [The Academic Achievement Center](#) (phone 612-656-6872). You will be expected to make an honest effort though, to keep up with your classmates.
- **Late Assignments:** Late assignments can earn partial credit. Assignments not turned in on the assigned deadline will be deducted 10 percent per class period late. ***Extensions are not given unless instructor approved.*** Technical problems such as computer

crashes, bad media, failed renderings, and data loss are not acceptable excuses for late work. PLEASE BACK UP YOUR WORK.

- **Cell Phone and portable device Usage:** During lecture, presentation, critique or group discussion of cell phones or other portable devices (such as iPods) is not permitted. Any student who leaves on the ringer to their cell phone during class (after one warning) will have 5% taken off of their final grade.
- **Disability:** It is Ai Minnesota policy not to discriminate against qualified students with documented disabilities in its educational programs, activities or services. If you have a disability-related need for adjustments or other accommodations in this class, contact:

Becky Lothe

Counselor / Disability Services Coordinator

The Art Institutes International Minnesota

15 South 9th Street, Pence Room 209

Minneapolis, MN 55402

612-656-6866

rlothe@aii.edu

Weekly Outline:

Week	Class A	Class B	Project Due	Objective
1	Intro to the class/Review of AFX	Showing off the work/critique	1. Two Words	Evaluation of skills
2				
3		Project critique	2. Dialogue	Visualization of Intent
4				
5		Project critique	3. Music	Rhythm and Flow
6				
7		Project critique	4. Title Sequence	Exposition of background and setting of tone.
8		Project critique	5a. Students' Choice Proposal	Planning for a project
9		Project critique	5b. Students' Choice Style Sheets	Pre-visualization of the work
10		Project critique	5c. Students' Choice Rough	Critique for improvement
11		Project critique	5d. Students' Choice Final	Summation of knowledge and skills

Computer Graphics Project List

1. Two Words
 - a. Choose two words that have opposite meanings. Using whatever skills and resources you can muster, create a short motion graphics piece that illustrates the words and their conflict.
 - b. This should be 15-30 seconds long and should NOT include any video.
 - c. Audio is not required, but may be helpful.
 - d. This should be rendered as a QuickTime movie, DV NTSC format.
2. Dialogue
 - a. Take a 15-30 second dialogue from a movie or television episode, and illustrate it graphically, without using any video from the source.
 - b. Audio is required.
 - c. Rendered as a QuickTime, DV NTSC.
3. Music
 - a. Create a 30-45 second motion graphics work that illustrates an excerpt of music.
 - b. Audio is required.
 - c. QuickTime, DV NTSC
4. Title Sequence
 - a. Create a 45-60 second Title sequence for a movie or television show. This should illustrate any information the audience needs to know about the time period, the characters, the location and the general mood of the film/show.
 - b. Audio is required.
 - c. QuickTime, DV NTSC
5. Final Project – Students' Choice
 - a. Your choice of projects.
 - b. This will be broken down into four parts:
 - i. Proposal
 - ii. Style Sheets
 - iii. Rough
 - iv. Final