

MRTS 4411.001 & 002 INTRO TO AFTER EFFECTS (SPRING 2020)

Tuesday: Section 001 (12pm - 2:50pm), Section 002 (12:30pm - 3:20pm)

Instructor: Johnathan Paul **Email:** johnathan.paul@unt.edu

Office Hours: Wed. 3pm to 4pm -- By Appointment (*Room 289*)

TEXT: No Text is Required for this Class. However, I teach from the text below.

- **Adobe After Effects CC Classroom in a Book (2018 Release)**
- **Design for Motion: Fundamentals and Techniques of Motion Design**

OBJECTIVES:

This course will introduce students to the basic structure and post production usage of Adobe After Effects. Graphic User Interface, terminology, tools, panels, and basic techniques will be discussed and covered throughout this course. Students will then apply these skills through five projects during the semester.

Upon completion of the course students should:

- Have a basic understanding of After Effects and how to develop basic motion graphics.
- Have a base knowledge of tool functions and terminology used when working in After Effects.
- Understand how to perform basic visual effects for television and film.

PRODUCTIONS:

Each student will complete four projects; one with provided assets to be added to footage for completion. Each production should exemplify the skills learned in the course.

Students will also work in teams during the semester to capture footage that will be used in projects for the class. More information on this will be given during class.

TARDINESS AND ABSENCE POLICY:

If you must miss a class, or arrive late, it is your responsibility to speak to the instructor directly

prior to the class meeting. If this cannot be done you *must* contact the instructor through email, though a direct response is preferred. ***Please note that sending an email or leaving a voicemail DOES NOT automatically excuse an absence or late arrival.***

It is important to attend this class each week as vital information will be given to aid you in the project production process. Missing a class could mean that you fall behind, which will effect your overall grade. Peers will also be relying on fellow classmates to be present for group work as well.

These deductions will be made from the final section grade.

If you are experiencing difficulty with a concept or project, I urge you to visit with me as I am here to aid in your success. Office hours are posted above. Other meetings can be scheduled by appointment.

Please us Student Eagle Mail accounts only for correspondence. Instructions on how to configure Eagle Mail can be found at: <http://eaglemail.unt.edu>

GRADING:

Project One	25%
Project Two	25%
Project Three	25%
Project Four	25%
Total	100%

A = 100 - 90% B = 89 - 80% C = 79 - 70% D = 69 - 60% F = 50% - below

LATE PROJECTS:

Any late projects will be dropped one grade letter if not turned in by due date. If the project is not turned in by the next class period it will drop an additional grade letter, and so on with each passing class.

MRTS DEPARTMENT DROP POLICY:

This is an MRTS major course. Students without the correct prerequisites (both non-majors and pre-majors) are subject to being dropped from the course automatically with or without notice.

Students missing class on the first day who do not immediately contact the instructor with an legitimate excuse may be dropped immediately without notice.

SAFETY NOTICE:

This course is categorized as a Level 2 safety course. While students are exposed to some significant hazards, they are not likely to suffer serious bodily injury. Students may be exposed to some or all of the following potentially hazardous situations: Lifting and carrying heavy objects, exposure to electrical equipment, exposure to hot objects, climbing ladders and falling objects. Safety procedures involving these activities are presented in the course text and in the instructor's lectures and will be reinforced in class with practical demonstrations.

DISABILITY ACCOMMODATION:

The MRTS Department cooperates with the UNT Office of Disability Accommodation in order to make reasonable accommodations for qualified students.

Students in need of an accommodation, who have not registered with the ODA, are encouraged to do so. Please present written Accommodation Requests within the first three weeks of class.

SEMESTER EVALUATIONS:

Students should complete the SPOT (Student Perceptions of Teaching). The SPOT is a requirement for all organized classes at UNT. This short survey will be made available to you at the end of the semester, providing you a chance to comment on how this class is taught. Feedback from students is very important to the Media Arts Department. And this evaluation is considered an important part of your participation in this class.

MOBILE DEVICE POLICY:

The Department of MRTS prohibits the use of personal mobile devices during class, unless otherwise allowed by the individual Instructor. If no exceptions are contained in a course syllabus, then the department policy remains in effect until changed by the Instructor.

Personal mobile devices are defined as anything and everything from cell phones to smart phones to digital media players to personal handheld computers.

All devices should be turned off before entering the classroom or laboratory area. Portable Laptop Computers may be used in the classroom if the student sits on the back rows.

Any student using a personal mobile device during class will have 5% deducted from their overall course grade for EACH occurrence.

SYLLABUS POLICY:

While this syllabus outlines the expectations for successful completion of the course, it is not a contract. Therefore, some elements of the course may be altered by the Instructor as needed.

ACADEMIC INTEGRITY:

This course adheres to the standards outlined by the University of North Texas Policy Office (sec: 18.1.16 Student Standards of Academic Integrity). This information may be viewed on the UNT Policy Office website- http://policy.unt.edu/sites/default/files/untpolicy/pdf/7-Student_Affairs-Academic_Integrity.pdf

STUDENT BEHAVIOR:

Student behavior that interferes with an instructor's ability to conduct a class or other students' opportunity to learn is unacceptable and disruptive and will not be tolerated in any instructional forum at UNT. Students engaging in unacceptable behavior will be directed to leave the classroom. And the instructor may refer the student to the Center for Student Rights and Responsibilities for consideration as to whether the student's conduct violated the Code of Student Conduct.

SPRING PROJECTS (MRTS 4411: Intro to After Effects)

Project 1: Animated Text Intro

For this project we will be working strictly with text and how to add text to our composition. During this project you will generate three text animations. **(1)** Animated Lower Third, **(2)** Animated Opening Text Credits, **(3)** Animated Closing Credits

**All three will be due together.*

Project 2: Animated Illustration

Students will learn how to use Illustrator with After Effects to generate basic motion graphics. We will work through one animation in Class. Then elements will be provided in order to animate an additional illustration.

**Assets for Project will be provided.*

Project 3: MoGraph Title Intro

We will look at examples and discuss the animation process of motion graphic title sequences. Work through one example in class, materials will be provided. Students will be responsible for creating a 25-30 sec intro.

**Will require outside filming.*

Project 4: Basic Composite VFX

With Project 4 students will learn basic green screen techniques as well as shooting techniques for tracking. Students will be responsible for piecing together a VFX sequence using provide assets. As well adding text to real world objects through tracking data.

**Some assets will be provided, but outside filming will be required.*

SPRING SCHEDULE (MRTS 4411: Intro to After Effects)

***Schedule Subject to Change

Introduction to the AE Class

Introduction to AE / Building a Composition

Overview AE Menu

Overview of Tool Palette

Overview of Panels

Starting a New Composition, Comp Settings

Importing Footage, Organization, Workflow, File Types, Timeline

(In Class Project Files will be Provided)

After Effects and Text Part I

Introduction to **Project 1**

Working with Text in AE

Keyframing, PreComps, Motion Effects

After Effects and Text Part II

In-Class Workday

After Effects and Text Part II

In-Class Workday **PROJECT 1 DUE**

Illustrator and After Effects Part I

Introduction to **Project 2**

Working in Illustrator

Workflow from Illustrator to AE

Animating the Composition

Illustrator and After Effects Part II

In-Class Workday

Illustrator and After Effects Part II

In-Class Workday

MoGraph Title Intro Part I

Introduction to **Project 3**

Review Animated Title Sequences

Discuss practices and techniques

PROJECT 2 DUE

MoGraph Title Intro Part II

Workday for Filming

MoGraph Title Intro Part III

In-class Workday

Introduction to Plugins

AE Scripts

RED Giant Software

Video Co-Pilot

Hit Film

PROJECT 3 DUE

VFX Compositing Techniques

Introduction to **Project 4**

Studio Work with Green Screen

Tracking Real World Objects

Final Class: Course Overview, Q&A Session

Lab will be Open to Finish Final Project

*Finals Week: **No Class - Project 4 DUE***