SYLLABUS

CODE: DIGM 115  
TITLE: Digital Editing: After Effects

Institute: Humanities  
DEPARTMENT: Art

COURSE DESCRIPTION:
Students will use the AfterEffects software to explore the concepts of digital editing for time-based media. In this course, students will learn the basics of digital editing, including keyframing, layering, and composition. In addition, students will learn the AfterEffects program filters and presets for use in animation, and will work with AfterEffects’ native 3D space to create primitive objects and move cameras through scenes.

PREREQUISITES: None

COREQUISITES: None

CREDITS: 3  
LECTURE HOURS: 3  
LAB/STUDIO HOURS:

Required Texts: The After FX 5 Bible: J.J. Marshall; Zed Saeed 2002

Required Materials:
- Students will be required to purchase a high speed USB flash (thumb) drive: 64mb or greater.
- Handouts and materials will be given in class for students to retain and use both in and out of class towards their understanding of material completion of projects and exercises

Additional Time Requirements:
In addition to class time, students will need to dedicate approximately 3-6 hours per week to working in the computer studio. This time will be essential to the successful completion of course objectives.

COURSE LEARNING OUTCOMES:
- Students will develop advanced digital compositing and special effects skills using various image and visual formats.
- Students will design and execute exciting composite and motion special effects sequences beginning with the initial storyboard and following through to the rendered export of the completed project.
- Students will create projects focusing on file management, project organization and small group cohesion. Students apply the visual FX process and technology used in the special effect industry.
# Syllabus

## Grading Standard:

<table>
<thead>
<tr>
<th>Grades</th>
<th>Grade Points</th>
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<tbody>
<tr>
<td>A</td>
<td>Excellent</td>
</tr>
<tr>
<td>A-</td>
<td>A-</td>
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<tr>
<td>B+</td>
<td>B+</td>
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<td>B</td>
<td>Good</td>
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<td>B-</td>
<td>B-</td>
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<td>C+</td>
<td>C+</td>
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<tr>
<td>C</td>
<td>Satisfactory</td>
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<td>P</td>
<td>Satisfactory or better</td>
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<td>D</td>
<td>Marginal</td>
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<tr>
<td>F</td>
<td>Failing</td>
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<tr>
<td>AUD</td>
<td>AUDIT</td>
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<tr>
<td>W</td>
<td>Withdrawal</td>
</tr>
</tbody>
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Please see the individual Instructor Addendum for grading guidelines.

## Grading Requirements for DIGM 115: Digital Editing: After Effects

Class meetings include lectures, tutorials, demonstrations, discussions, critiques, and student presentations. Assignments will include tutorials, critical readings, and projects. The project assignments will culminate in completed works that will be evaluated from both technical and aesthetic perspectives.

### Course grading is based upon:

#### Tests
Four unit tests @ 10 % each  
40 % of final grade  
Tests will demonstrate a student’s ability to recall information from readings and class discussions.

#### Lab Projects
Six Lab Projects @ 5 % each  
30 % of final grade  
- Basic Motion Project  
- Rotoscoping Project  
- Filter Play Project  
- Title Animation Project  
- Advanced Composite Project  
- 3D Room Project

#### Advanced Project  
20% of grade  
This assignment will be a small group activity where students will break down a professional quality project into individual responsibilities and tasks and follow it through to completion in a cohesive way.

#### Preparation & Attendance  
10% of grade  
- Being prepared and attending all classes  
- Attendance Policy: One absence will be excused; however each additional unexcused absence will adversely affect your grade in this course.
SYLLABUS

**COURSE CONTENT:**

**Unit I: Basic Keyframing and Compositing**
- Introduction to After Effects projects
- Understanding motion in After Effects
- Creating layers and keys

**Unit II: Understanding Filters and Animations**
- Basic filter parameters
- Working with text & title animation
- Using advanced animations tools
- Parent/child associations

**Unit III: 3D Planes and Objects**
- Camera angle and motion
- Working with the z-axis
- Connecting 3D objects

**Unit IV: Advanced Project Development**
- Project management and organization
- Importing 3rd party animations & audio
- Exporting and rendering movies

**Department Policies:**

**Art Department Policies**

**Attendance Policy:**
Students may receive a failing grade in Art Department courses after three absences.

**Lateness Policy:**
Students will not miss more than 15 minutes of a class. This includes arriving late to a class or leaving class early. If a student misses more than 15 minutes of a class he/she will be considered absent.

**Grading Policy for Art Department Programs:**
A student enrolled in an Art Program must maintain a grade of C or better for all courses required in that program. If a student receives a D grade in a required course within a program, that course must be repeated.

**College Policies:**
For information regarding:
- Brookdale’s Academic Integrity Code
- Student Conduct Code
- Student Grade Appeal Process

Please refer to the **STUDENT HANDBOOK AND BCC CATALOG.**
Notification for Students with Disabilities:
Brookdale Community College offers reasonable accommodations and/or services to persons with disabilities. Students with disabilities who wish to self-identify must contact the Disabilities Services Office at 732-224-2730 or 732-842-4211 (TTY), provide appropriate documentation of the disability, and request specific accommodations or services. If a student qualifies, reasonable accommodations and/or services, which are appropriate for the college level and are recommended in the documentation, can be approved.

Additional Support/Labs: