Code: DIGM 125  
Title: Digital Editing: Composite

Division: Arts & Communication  
Department: Art

Course Description: Students will learn to use a node-based digital video interface to create composites for motion graphics and visual effects. Students will use Composite’s non-linear interface and extensive tool sets, in addition to operators and expressions, to create scenes in 2D and 3D environments.

Prerequisites: DIGM 121 Maya I: 3D Modeling; DIGM 115 Digital Editing: AfterEffects

Corequisites:

Prerequisites or Corequisites:

Credits: 3  
Lecture Hours: 3  
Lab/Studio Hours: 0

REQUIRED TEXTBOOK/MATERIALS: No text required – Materials: 2 USB storage devices (one to backup all files) and a three ring binder for handouts & notes.

ADDITIONAL TIME REQUIREMENTS: In addition to class time, students will need to dedicate approximately 6-9 hours per week to working in the computer studio. This time will be essential to the successful completion of course objectives. A learning assistant will be available during regularly scheduled lab hours to work with students. (Refer to the lab schedule.)

COURSE LEARNING OUTCOMES:
Upon completion of this course, students will be able to:
- Navigate the Composite interface to create 2D and 3D composites of video and animation
- Demonstrate an understanding of image editing for motion graphics and visual effects as well as workflow for compositing
- Present projects for critique
- Develop a portfolio of exercises that demonstrate their understanding of visual literacy

GRADING STANDARD: Grading Requirements for DIGM 125: Digital Editing: Composite

Course grading is based upon:
Critiques/Assignments/Skills  65% of grade:
- Successfully completing all assignments
- Assignments ready for participation in class critiques  
  (Grade will be lowered for not participating in scheduled critiques)
- Attitude and willingness to experiment
- Aesthetics/Quality of work
- Evaluation of Core Competency skills
- Final Project: 30-second composite

Software Proficiency  25% of grade
- being able to demonstrate a proficiency with the Composite software
SYLLABUS

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.

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COURSE CONTENT:

Unit I: Composite basics, navigating the interface
- Students will become familiar with Composite’s node-based interface.
- Students will be able to explain the projects file structure and create a new project.
- Students will be able to create simple composites, add text, and edit time properties.
- Students will learn how to use operators to alter their compositions.

Students should refer to the weekly handout for the reading assignment and homework.

Unit II: Working With Layers
- Students will learn keyframing and looping to create simple animations.
- Students will be able to use expressions and motion paths.
- Students will learn the workflow between Composite and Photoshop in addition to the workflow between Composite and 3D packages and Composite and video.
- Students will learn about layer transfer and blending modes.
- Students will learn the basics of creating a nested composition

Students should refer to the weekly handout for the reading assignment and homework.

Unit III: Channels, Mattes and Masks
- Students will learn the difference between alpha channels, mattes and masks.
- Students will complete a series of exercises using mattes to animate gradients and key objects.
- Students will use arithmetic operators and turbulence and blend operators to create channel effects.
- Students will create masks to have animated sequences interact with video and photographic backgrounds.

Students should refer to the weekly handout for the reading assignment and homework.
Unit IV: Cameras and Lights
- Students will create and animate cameras to create a 3D look using a 2D compositor.
- Students will be able to add lights to enhance the realism of their work.
- Students will learn lighting techniques and camera framing and operating terms.

Students should refer to the weekly handout for the reading assignment and homework.

Unit V: Color Correcting and Effects
- Students will gain work with greenscreen footage to learn about light spillage and color channel information.
- Students will learn how to use Composite’s nodal color correction interface.
- Students will learn some of Composite’s additional features: video stabilization and tracking, and 3D particle effects
- Students will complete a series of exercises to gain familiarity with tracking and Composite’s internal particle effects.

Students should refer to the weekly handout for the reading assignment and homework

Course Process
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

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.

Grading for all Art Department Courses:
A student must earn a C grade or better in a prerequisite course in order to register for a course at the next level.

COLLEGE POLICIES:
For information regarding:
- Brookdale’s Academic Integrity Code
- Student Conduct Code
- Student Grade Appeal Process

Please refer to the BCC STUDENT HANDBOOK AND BCC CATALOG.
SYLLABUS

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 (voice) or 732-842-4211 (TTY) to 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:
Learning Assistants are available to work with students during regularly scheduled assisted lab hours. Please refer to the Assisted Lab schedule given to you by your instructor. These assisted lab hours are in effect for the current term. Any changes to this schedule during the term will be posted in the lab. If you need to contact the Learning Assistants by phone their telephone numbers are as follows:
Erik Johanson (732) 224-2519
Susanne Anderson (732) 224-2517