

COURSE SYLLABUS

FLMC 1331 (3:2:3)

Video Graphics and Visual Effects I

Cinema and Video Production

Creative Arts Department

Technical Education Division

Levelland Campus

SOUTH PLAINS COLLEGE

COURSE SYLLABUS

COURSE TITLE: FLMC 1331.001 – Video Graphics and Visual Effects I
COURSE MEETS: Monday/Wednesday – 2:30 to 4:45

INSTRUCTOR: Greg Cook
OFFICE LOCATION: CA 110
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OFFICE HOURS: (Posted at CA 110, other times by appointment)

I. GENERAL COURSE INFORMATION

A. Course Description: Visual design elements as they relate to new media. Emphasizes, aesthetics and visual problem solving such as typographic issues, color management, hierarchy of information, image optimization, and effective layout.

B. Course Learning Outcomes: Apply hands-on techniques to solve new media design problems; critique real world examples; develop studio skills that include the preliminary design process of creating thumbnails, rough sketches, and flow charts; execute the steps of a new media project from initial concept to comprehensive design; and produce client-centered projects within a specified time frame.

C. Course Competencies: Upon successful completion of this course, each student will have demonstrated through written examinations, individual and group projects, a competent understanding of the following:

- Video graphics resolutions and common video graphics used.
- The use of timelines and moving video, video editing, creating masks, and retouching and adding special effects to video.
- Creating motion graphics using keyframes in Photoshop and After Effects.
- Tracking movement for image stabilization and having graphics follow a path.
- Production, presentation, and publication to digital media formats.

D. Academic Integrity: As stated in the General Catalog - "As it is the aim of the faculty of South Plains College to foster a spirit of complete *honesty* and a high standard of *integrity*. The attempt of any student to present as his or her own work, which he or she has not honestly performed, is regarded by the faculty and administration as a most serious offense and renders the offender liable to serious consequences, possibly suspension.

Cheating: Dishonesty of any kind on examinations or written assignments, illegal possession of examinations, the use of unauthorized notes during the examination, obtaining information during an examination from a textbook or from the examination paper of another student, assisting others to cheat, alteration of grade records, illegal entry or unauthorized presence in an office are examples of cheating.

Complete honesty is required of the student in the presentation of any and all phases of course work. This applies to quizzes of whatever length as well to final examinations, to daily reports and to term papers.

Plagiarism: Offering the work of another as one's own, without proper acknowledgment, is plagiarism; therefore, and student who fails to give credit for quotations or essentially identical expression of material taken from books, encyclopedias, magazines and other reference works, or from themes, reports or other writings of a fellow student, is guilty of plagiarism.

At times, working with other students is encouraged for some assignments and meets SCANS competencies C-9 through C-14. If you have any questions as to whether you may work with other students on any assignments, ASK YOUR INSTRUCTOR.

E. SCANS and Foundation Skills: This course covers SCANS:

Occupational Competencies C-1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 12, 13, 14, 15, 16, 18, 19, 20

Foundation Skills F-1, 2, 3, 4, 5, 6, 7, 9, 10, 11, 13, 14, 15, 17

II. SPECIFIC COURSE/INSTRUCTOR REQUIREMENTS

A. Textbook and Other Materials: There is no textbook for this course. Learning materials will be in the form of handouts or printouts on the internet. The instructor reserves the right to require additional materials from time to time.

B. Attendance Policy: Students are expected to attend all classes in order to be successful in a course. The student may be administratively withdrawn from the course when absences become excessive as defined in the course syllabus.

When an unavoidable reason for class absence arises, such as illness, an official trip authorized by the college or an official activity, the instructor may permit the student to make up work missed. It is the student's responsibility to complete work missed within a reasonable period of time as determined by the instructor. Students are officially enrolled in all courses for which they pay tuition and fees at the time of registration. Should a student, for any reason, delay in reporting to a class after official enrollment, absences will be attributed to the student from the first class meeting.

Students who enroll in a course but have "Never Attended" by the official census date, as reported by the faculty member, will be administratively dropped by the Office of Admissions and Records. A student who does not meet the attendance requirements of a class as stated in the course syllabus and does not officially withdraw from that course by the official census date of the semester, may be administratively withdrawn from that course and receive a grade of "X" or "F" as determined by the instructor. Instructors are responsible for clearly stating their administrative drop policy in the course syllabus, and it is the student's responsibility to be aware of that policy.

It is the student's responsibility to verify administrative drops for excessive absences through MySPC using his or her student online account. If it is determined that a student is awarded financial aid for a class or classes in which the student never attended or participated, the financial aid award will be adjusted in accordance with the classes in which the student did attend/participate and the student will owe any balance resulting from the adjustment.

The first four absences will not affect your grade, but each additional will result in a letter grade reduction from your final grade. If you have 6 absences, you may be dropped from the course. Being tardy three times will count as one absence.

Excused absence: An absence that has been discussed prior to the missed class, and arrangements have been made to make up the work; or, a student presents documentation as explanation of the absence. Making up an excused absence: It is at the instructor's discretion to allow a student to do additional work to make up an excused absence.

The lab is an intricate part of this class. If a student attends the class but misses the lab, the student will be marked absent for the whole class period.

The chairperson of the Creative Arts Department, Administration, or Counseling Department must approve, in writing, any deviation from the attendance policy.

C. Assignment Policy: All required work must be turned in on time in order that the student may benefit from the corrections and study for future examinations. Assigned outside work is DUE ON THE CLASS PERIOD ASSIGNED. Late work is generally not acceptable; however, special consideration is subject to the instructor's discretion for exceptional circumstances. The instructor has sole discretion whether the exception is cleared and whether or not the work is acceptable. Should the instructor agree to accept late work, the assignment will be downgraded 5 points per day for each class day the assignment is late.

D. Grading Policy/Procedure and/or methods of evaluation: A student's final grade is determined by averaging all examinations and projects. **The final examination/project counts twice.** The total average will determine the student's grade point average.

(Note: See the General College Catalog "Grade and Reports" for explanation of grades and grade point averages.)

Projects are graded on completeness, presentation, and technical correctness. Creativity and originality may contribute to additional points according to the instructor's discretion.

*Makeup test may be administered at the discretion of the instructor; students are expected to be present and prepared for all announced examinations.

**Final examination is required for all students.

E. Special Requirements: Required Materials

1. Pencil
2. Drawing pad

F. Lab Policy: The purpose of this policy is to encourage the careful and proper use of the Design Communications lab; including equipment, materials and supplies, in order to improve the educational opportunities of each student.

Absolutely, **NO** foods or drinks will be allowed in the control room at anytime without the permission of the instructor. Also, all electronic devices, including cell phones and computers will be turned off during classes and projects unless there was prior approval by the instructor. Any student that violates the above will receive a "0" for that day and be asked to leave with an absence.

Daily Cleanup: Each student is responsible for cleaning any area of the lab where he/she worked by the end of the class period. Lab equipment and supplies are to be returned to its place. Any paper, drawings or other materials left in the lab may be thrown away at the instructor's discretion.

Lab equipment: Lab equipment is not to be used without permission and supervision of the instructor. When used, lab equipment is to be cleaned and left in good condition. All trash is to be disposed of.

Computers: The design Communications computers are set up for specific purposes, exercises and projects. A student may not add or delete anything from the computers without the permission of the instructor. The computers are assigned on a first come first serve basis at the beginning of each lab. Students must quit all applications and shut down the computer at the end of each lab session. It is the responsibility of every student to save his/her work on a regular basis.

A crashed computer is not an excuse for not turning in an assignment. It is normal for computers to crash and work to be lost. Lost work must be re-done and turned in. Most assignments are turned in electronically. It is the student's responsibility to see that all assignments have been properly placed on the specified computer.

III. COURSE OUTLINE

- A.** Overview of video graphics, formats, and resolutions.
- B.** Photoshop Video Capabilities
- C.** Getting Started in After Effects
- D.** Text and shape effects
- E.** Creating and animating masks
- F.** Working with 3D in After Effects
- G.** Introduction to 3D in Cinema 4D
- H.** Motion Tracking
- I.** Green Screen
- J.** Expressions

SOFTWARE

Photoshop, After Effects and Cinema 4D

*Instructor reserves the right to add or subtract from the software list.

For information regarding Intellectual Exchange, Disabilities, Non-Discrimination, Title IX Pregnancy Accommodations, CARE (Campus Assessment, Response, and Evaluation) Team, and Campus Concealed Carry, please see the following link.

<https://www.southplainscollege.edu/syllabusstatements/>

SCANS COMPETENCIES

- C-1 **TIME**--Selects goal--relevant activities, ranks them, allocates time, and prepares and follows schedules.
- C-2 **MONEY**--Uses or prepares budgets, makes forecasts, keeps records, and makes adjustments to meet objectives
- C-3 **MATERIALS & FACILITIES**--Acquires, stores, allocates, and uses materials or space efficiently.
- C-4 **HUMAN RESOURCES**--Assesses skills and distributes work accordingly, evaluates performances and provides feedback.

INFORMATION--Acquires and Uses Information

- C-5 Acquires and evaluates information.
- C-6 Organizes and maintains information.
- C-7 Interprets and communicates information.
- C-8 Uses computers to Process information.

INTERPERSONAL--Works With Others

- C-9 Participates as members of a team and contributes to group effort.
- C-10 Teaches others new skills.
- C-11 Serves clients/customers--works to satisfy customer's expectations.
- C-12 Exercises leadership--communicates ideas to justify position, persuades and convinces others, responsibly challenges existing procedures and policies.
- C-13 Negotiates--Works toward agreements involving exchanges of resources resolves divergent interests.
- C-14 Works with Diversity--Works well with men and women from diverse backgrounds.

SYSTEMS--Understands Complex Interrelationships

- C-15 Understands Systems--Knows how social, organizational, and technological systems work and operates effectively with them
- C-16 Monitors and Correct Performance--Distinguishes trends, predicts impacts on system operations, diagnoses systems' performance and corrects malfunctions.
- C-17 Improves or Designs Systems--Suggests modifications to existing systems and develops new or alternative systems to improve performance.

TECHNOLOGY--Works with a variety of technologies

- C-18 Selects Technology--Chooses procedures, tools, or equipment including computers and related technologies.
- C-19 Applies Technology to Task--Understands overall intent and proper procedures for setup and operation of equipment.
- C-20 Maintains and Troubleshoots Equipment--Prevents, identifies, or solves problems with equipment, including computers and other technologies.

FOUNDATION SKILLS

BASIC SKILLS--Reads, writes, performs arithmetic and mathematical operations, listens and speaks

- F-1 Reading--locates, understands, and interprets written information in prose and in documents such as manuals, graphs, and schedules.
- F-2 Writing--Communicates thoughts, ideas, information and messages in writing, and creates documents such as letters, directions, manuals, reports, graphs, and flow charts.
- F-3 Arithmetic--Performs basic computations; uses basic numerical concepts such as whole numbers, etc.
- F-4 Mathematics--Approaches practical problems by choosing appropriately from a variety of mathematical techniques.
- F-5 Listening--Receives, attends to, interprets, and responds to verbal messages and other cues.
- F-6 Speaking--Organizes ideas and communicates orally.

THINKING SKILLS--Thinks creatively, makes decisions, solves problems, visualizes, and knows how to learn and reason

- F-7 Creative Thinking--Generates new ideas.
- F-8 Decision-Making--Specifies goals and constraints, generates alternatives, considers risks, and evaluates and chooses best alternative.
- F-9 Problem Solving--Recognizes problems and devises and implements plan of action.
- F-10 Seeing Things in the Mind's Eye--Organizes and processes symbols, pictures, graphs, objects, and other information.
- F-11 Knowing How to Learn--Uses efficient learning techniques to acquire and apply new knowledge and skills.
- F-12 Reasoning--Discovers a rule or principle underlying the relationship between two or more objects and applies it when solving a problem.

PERSONAL QUALITIES--Displays responsibility, self-esteem, sociability, self-management, integrity and honesty

- F-13 Responsibility--Exerts a high level of effort and preservers towards goal attainment.
- F-14 Self-Esteem--Believes in own self-worth and maintains a positive view of self.
- F-15 Sociability--Demonstrates understanding, friendliness, adaptability, empathy, and politeness in group settings.
- F-16 Self-Management--Assesses self accurately, sets personal goals, monitors progress, and exhibits self-control.
- F-17 Integrity/Honesty--Chooses ethical courses of action.