RTV4929c After Effects Capstone – Spring 2026

Welcome

RTV4929c After Effects is an immersive capstone course in secondary post- production and visual effects. This course requires a significant time commitment from each student. The major projects will require 15-20 hours of work outside of class and a mature approach to time management techniques in order to meet production benchmarks and deadlines.

There will be weekly practice assignments for the first part of the class, each designed to build your skill set and confidence. This will be followed by projects that are designed to incorporate your skill sets and apply your creativity and imagination.

Contact Information

Instructor: Sami Wax
Contact Info: wax@coe.ufl.edu | 305-962-960
Office: 3038 Norman Hall
Office Hours: Thursday 1pm-2pm, Zoom meetings by appointment

Class Meetings

Wednesday periods 9-11 (4:05pm-7:05pm) | January 12 – April 22
3324 Lab Weimer Hall

Course Objectives

1. Effectively use After Effects and Creative Cloud to achieve visual and animated effects.
2. Apply cinematic composition techniques to advance and complement a story.
3. Use non-linear editing software to organize and sequence visuals and effects.
4. Export video projects in the optimal codecs for each of these: mobile devices, websites, television broadcast, and cinema.
5. Receive and offer constructive feedback of your own work and that of peers.
6. Prepare portfolio worthy-work for potential employers.

Prerequisites

RTV3320 and capstone prep RTV3577 with a C or better.

Equipment Room Policies

Students will sign an equipment room contract to check out equipment. Equipment is a shared resource; therefore we must respect the needs of others and the equipment room staff. Failure to adhere to the contract can result in a student having a grade point deduction and/or receiving an in-complete or failing grade in the class. Late returns will result in equipment privileges being revoked. Parking for the equipment room is limited to ten minutes.

Textbook

There is no textbook required for this class. This class uses LinkedIn Learning and other online learning materials. See the Canvas **Start Here** page for details on accessing LinkedIn Learning.

Computer & Software

An external USB-C hard drive with at least 2TB of storage, ideally with USB 3.2 Gen 2 for adequate speed while editing is required.

You are expected to keep your working files in at least 2 places, whether that's physical or in the cloud. This is a best practice for post-production and will help avoid losing your work and progress.

It is suggested that students own a MacBook Pro and have access to the Adobe Creative Cloud Software. However, students will have access to the Mac editing lab in 3324 from 7am-11pm daily.

Adobe Creative Cloud is available to UF students for 6-months at a discounted cost: https://software.ufl.edu/software-listings/adobe-discounted-for-students.html

If you have problems installing call the UF Help Desk - 352-392-HELP

Attendance, Tardiness, and Late Assignment Policies

Attendance is important as each class builds on the last. It is important that you communicate with me special needs or concerns. Students are allowed one class absence per semester. Each additional absence will result in a two-point deduction from a student's final grade for each occurrence. Students are allowed to be tardy once during the semester. Each additional tardiness will result in a two-point reduction from a student's final grade. Any unexcused late assignment will be lowered 20% of the total possible points.

See this page for University Attendance Policies.

Assignments, Projects, and Grading

Grading Breakdown

Practice assignments	35 points
Explainer project	15 points
Kinetic type project	10 points
Visual effects (VFX) project	15 points
Final project	25 points

Grading Scale

94 or higher	A
90-93	A-
88-89	B+
84-87	B
80-83	B-
78-79	C+
74-77	C
70-73	C-
65-69	D
74 or lower	E

Course Topics

- After Effects interface and overview
- Type tools and text animators
- Masks, mattes, and shape layers
- Graph editors and advanced keyframing
- Motion paths
- Design skills for video editors
- Transitions
- Intro to expressions
- 3D camera tools
- Motion and camera tracking
- Keying and RotoBrush tools
- Basic compositing for VFX
- Integrating Photoshop and Illustrator assets
- Logo animation
- Motion Graphic Templates (MOGRTs)
- File and project organization

Academic Policy and Resources

See this page for University Policies and Resources.