Motion Graphics and Effects using After Effects CS6 and Premiere Pro CS6
Professor Timothy Sorel
Office: 3040b Weimer
Office Phone: 392-2849
Office Hours: M 10-11:30 W 1-2 and by appointment
Email: tsorel@jou.ufl.edu

Weekly Schedule:
Wednesday 9:35-12:30  3002 Weimer Hall

Course Prerequisite: B or better RTV 3200, RTV 3320, recommendation from other instructor and or instructor permission.

Required Text
After Effects Apprentice  Version 3 by Trish and Chris Meyers
Must have on the first day of class.

Students will be provided SDHC Cards as needed.

Students must create their own Vimeo or Youtube Channel for this class. All projects will be posted and clearly marked to your online channel. You will email me a link to the project on or before the due date.

All homework will be outputted as Quicktime using the H.264 codec. The homework files will be labeled “yourlastnameHW1”. You will transfer your homework to my pubic folder. On a G215 workstation click finder/shared/tims UF mac Pro/public folder/drop box. Drag your HW file to the drop box.

Course Description:
Motion Graphics is intended to give career-path production students an introduction to various aspects of audio and video post-production tools and techniques. The course will rely heavily on Adobe After Effects CS6, Adobe Photoshop and Premiere Pro.

Students will be expected to master concepts such pre-production, production, cross-program integration and transcoding.

This course requires prompt attendance, aggressive participation, above average Apple OSX skills and 3-7 hours of outside production work per week.
Projects:

**Still and fonts project.** Using Photoshop, AE and FCP, students will edit a 1:00-2:00 minute music video. Layered PSD’s, 3D camera moves, 3D lighting effects are expected. Students should use 40 or more photos in this project.

**Branding Project.** Students will pick one “client”: a network, a show, product or service to build an animated brand ID. Students will create full screen, lower third, upper half animated elements for the “client”.

**Motion Typography Project.** Students will build a :40 to one minute motion typography project paced to a favorite song, monologue or movie dialogue. Sound effects, Photoshop elements and more can be added to this.

**Chroma Key Project.** Using EFP camera and portable chroma keys, students will experiment with various ways stage “green screen” effects. Students can add people or keyed objects to a previous project as an option.

**Final Project:** Students will have the ability to create what they want for a final project. It should encompass most of what you have learned through out the semester. For full credit on the Final Project, students must go beyond what they have learned in the class. A list of tutorials sites are listed on the course website. Short 2-5 minute action films, a series of commercials, web videos and or network promos are examples of acceptable final projects. Students without an idea for a final project will be assigned a branding/promotion project for WUFT-TV or WUFT-FM.

Absenete Policy:
Attendance is required in RTV4929c. Attendance weeks 1-3 is mandatory. Missing a class during weeks 1-3 will result in you being dropped from the course. After week 3 you can miss only one class without penalty. The first unexcused absence will result in a two-point deduction from your final grade. A second unexcused absence will result in a five-point deduction from your final grade. Any student with three unexcused absences will earn the grade of E.

Tardiness Policy
**Class starts at 9:35 am.**
First tardy- no penalty
Second tardy- ½ point off final grade
Third tardy- 2 additional points off final grade
Fourth tardy- 5 additional points off final grade
On the fifth tardy you will be given an “E” grade.

Equipment Policy
All students who use Department of Telecommunication or WUFT-TV equipment must follow all established access policies. Failure to do so may result in suspension and/or revocation of privileges, and/or grade deductions in the course in which the
student is enrolled. Borrowers will also be required to pay for damage to or loss of equipment.

**Equipment Return**
During check-in, any damaged, broken or missing parts will be noted on the borrower’s loan agreement and the borrower will be required to pay for any damage or loss. The borrower will also face the appropriate suspension and/or revocation of privileges.

**Late Return**
Gear returned more than FIFTEEN MINUTES late will result in the following:

- *first offense: suspension of privileges until student meets with instructor of record to have privileges restored.*
- *second offense: suspension of privileges for two weeks*
- *third offense: suspension of privileges for the rest of the semester*

Such suspension of privileges could result in the student missing lab shifts or turning in assignments late. Students will not be allowed to make up said lab shifts or request an extension of project deadlines in such cases. Lab grades and project grades will be penalized according to the instructor’s rules regarding missed lab shifts or late assignments.

While this lateness policy may seem harsh, students must understand that their failure to return equipment on time can (and often does) result in irreparable harm to the work of students waiting to check out the late gear. This is a serious offense and cannot be taken lightly because other students’ academic success may be affected by the offending student’s disregard for the rules.

**Policy Violations**
Habitual disregard for the equipment and the rules of the Equipment Room may result in the loss of privileges. Violations of Policy include:

- *Late return of equipment*
- *Return of equipment in unacceptable condition*
- *Taking equipment out of town without authorization*
- *Using equipment for work other than that required by the student’s instructor*
- *Providing equipment access to suspended students, to students who do not qualify for equipment, or to non-students*
Parking Policy
Outside near the newsroom entrance there is a loading and unloading zone for students checking in or checking out equipment. **DO NOT PARK IN THIS SPACE FOR MORE THAN 10 MINUTES.** Leaving your car parked in the loading/unloading space will result in up to 10 points off of your final grade.

**Week One January 9th**
Introduction to the course. Review syllabus and course expectations. Intro to After Effects (AE) introduction to AE interface.

*In class LYNDA: Chris Meyer After Effects Apprentice Pre-Roll*  
*Lesson 2 Basic Animation Chapters 1 and 2*  
Render a movie using default settings.

Topics: AE Layout, basic definitions, and Lesson 1 in class.


Start to collect photos for your stills project.

**Week Two- January 16th**

*In Class LYNDA: Chris Meyer After Effects Lesson 2 Section 2.3 Animating Position and 2.6 Animating scale, rotation and opacity.*

Topics: Advanced key-framing, motion speed control.  
Rendering a movie. Codecs for FCP editing  
Graph Animator. Hold key Frame. Motion Blur  
Using Fonts. Wiggler.

Homework 2A, 2B and 2C. Design and render Comp 6-Page 74 (HW2A) , Comp 7-Page 76 (HW2B) and Comp 10- Page 82. (HW2C)

Project Preparation: Storyboard and Photos for project due next week.

**OUT OF CLASS LYNDA.COM**  
Search for Photoshop CS 6 Essential Training by Michael Ninness  
Introduction, Lesson 1, Lesson 7, Lesson 10, Lesson 11. In all about 90 minutes.

**Week Three- January 23rd**

**Stills project DEADLINE:** Storyboard your project and collect 20-40 photos for your project.

In class watch LYNDA: Chris Meyer After Effects
Lesson 3 Advanced Animation Chapters 1.2 Exploring keyframe interpolation, velocity and influence and 1.4 Easy Ease.

Homework 3: Create a comp using the Lesson 3 Comp 07 Effects Solids. Using keyframe interpolation, have the lens flare track up and down the buildings. Use speed changes, easy ease, easy ease in and out to smooth out the behavior of the lens flare.

Stills Project Prep: You should be working on sizing, creating layers and using the clone tool Photoshop to prepare your photos for the photo project.

**Week 4- Jan 30**
Lesson 4: Mattes, Masking.
In Class: All comps pages 94-101 and 112-115
2nd half of class work on stills project comps in class.
Stills project due next week.

**Week 5- February 6**
**DEADLINE: Stills and fonts Project due at beginning of class. Should be posted to your YouTube or Vimeo Channel**

Layer madness, Null, Adjust, Nesting, Parenting.

Homework 4: Lesson 6 Pages 143-157.

Project Prep: Pick out branding project client. Create storyboard for project.

**Week 6 – February 13**
**DEADLINE: turn in storyboard for branding project.**
Lesson 7 Expressions in class. Pick Whip, Loop, Wiggle
Move to studio: shooting Green Screen in studio
Branding project due next week

**Week 7- February 20**
**DEADLINE: Branding Project due. Should be posted to your YouTube or Vimeo Channel**
Lesson 8: Topics: Working in 3D Space.

Homework: Pages 231 Comp RT1 Bevel and extrude starter. Use the extrusion to set up 3 different font layers placed in Z space. Create a camera rig as shown on pages 218 and 219. Circle your camera around your extruded fonts.

**Week 8 February 27**
Working with Key Light Plug in. Fine tuning your key

Homework: Take the provided Green Screen Shots and build an open, complete with audio for “Dog the Bounty Hunter”

Homework: Create, shoot and edit your own Chroma Key Project
Homework: Create synopsis and storyboard for your final project

**Week 9 March 6**
Spring Break

**Week 10 March 13**
Meet in Pit/ Equipment Room
Shooting green screen outdoors
Take footage to G215 and make keys

**Week 11 March 20**
**DEADLINE:** Chroma Key Projects Due
**DEADLINE:** Final Project Idea due on paper with storyboard

Topic: Introduction to Kinetic Typography

**Week 12 March 26**
Topic: Geico Challenge

**Week 13 April 3**
**DEADLINE:** Kinetic Typography Project Due

Topic: Open to work on Final Projects

**Week 14 April 10**
No Class this week. Work on final projects. I’ll be in class.

**Week 15 April 17**
Clean up final projects
**DEADLINE:** Rough Draft of project due On Vimeo/Youtube

**Week 16 April 24**
Revised final projects due as Quicktime file. I will copy your project onto my drive. Project is due at 9:35am sharo.

**Grading Scale:**

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**CLASS Grading Weight:**

- Attendance/punctuality: 10
- Effort and Risk: 10
- Homework: 15
- Stills project: 10
- Branding project: 10
- Kinetic Typography: 15
- Chroma key project: 10
- Final project: 20

**Academic Honesty:**

In 1995 the UF student body enacted a new honor code and voluntarily committed itself to the highest standards of honesty and integrity. When students enroll at the university, they commit themselves to the standard drafted and enacted by students.

**Preamble:** In adopting this honor code, the students of the University of Florida recognize that academic honesty and integrity are fundamental values of the university community. Students who enroll at the university commit to holding themselves and their peers to the high standard of honor required by the honor code. Any individual who becomes aware of a violation of the
honor code is bound by honor to take corrective action. The quality of a University of Florida education is dependent upon community acceptance and enforcement of the honor code.

The Honor Code: We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honesty and integrity.

On all work submitted for credit by students at the university, the following pledge is either required or implied: "On my honor, I have neither given nor received unauthorized aid in doing this assignment."

The university requires all members of its community to be honest in all endeavors. A fundamental principle is that the whole process of learning and pursuit of knowledge is diminished by cheating, plagiarism and other acts of academic dishonesty. In addition, every dishonest act in the academic environment affects other students adversely, from the skewing of the grading curve to giving unfair advantage for honors or for professional or graduate school admission. Therefore, the university will take severe action against dishonest students. Similarly, measures will be taken against faculty, staff and administrators who practice dishonest or demeaning behavior.

Student Responsibility. Students should report any condition that facilitates dishonesty to the instructor, department chair, college dean or Student Honor Court.

Violation of the Student Honor Code will result in an automatic ‘E’ grade for the assignment and may result in an E grade for the course.

Accommodations for Students with Disabilities:

Students requesting accommodation must first register with the Dean of Students Office. The Dean of Students Office will provide documentation to the student who must then provide this documentation to the instructor when requesting accommodation.