

Student Taught Course | Animation & Video Editing

Fall 2019

Thurs. 6:30pm – 7:20pm | CFA 317

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<https://tinyurl.com/stuco-ave>

Office Hours by Request

Description | Ever watch a cartoon and wonder how its animated? Ever see a music video and think how they edited it? Wish you could do the same? In today's age, time-based mediums such as videos are becoming one of the most viewed mediums. In this course, we will cover the studio standards for making videos and animations by merging classing animation concepts with professional video-editing techniques and software. Students will be exposed to Hand-Drawn Animation, Vector-Based Animation, Video Editing, Kinetic Typography & Motion Graphics. This course covers the creative process from storyboarding & animatics to editing & post-production.

Requirements | This course assumes no prior knowledge of video editing, animation, or artistic abilities. While not necessary, it is a good idea to keep a sketchbook handy for drawing out ideas.

Resources | This course will be using the Adobe Creative Cloud Suite, including Adobe After Effects, Adobe Flash Professional, Adobe Illustrator & Adobe Photoshop. All software can be found on CFA 3rd floor and Wean 5th floor computer clusters. Students are permitted to use their laptops in class. Students are not limited to using Adobe software for assignments, although the main course will be taught using the Creative Cloud Suite.

Objectives | Following this course, students will be familiar with Adobe's Creative Suite and be able to create their own videos and animations. They will be able to storyboard, create animatics, animate, video-edit, and render their ideas. Students will gain an understanding of correct video practices for their personal use.

Assessments | The course will consist of a series of homeworks referred to as 'quick-edits'. Students will have to render a short **10 second video** utilizing concepts learned from the most recent lecture. Quick-edits are graded based on completion and are used to indicate whether a student understands how to correctly implement a certain effect or technique.

There will be a Google Drive folder where students will submit their assignments, making sure to label their assignments '[Last Name] Quick Edit [#]'. Assignments are due 2 hours before each class. When submitting assignments, students should make sure that their assignments meet the following criteria:

- . H.264 High Bitrate Encoded
- . 1920x1080 Resolution
- . 10-20 Seconds
- . 24, 30, or 60 FPS
- . Under 100mb File Size

As a video editor, it is necessary to get used to video-sharing platforms such as YouTube, Tumblr, and Vimeo. Students are strongly recommended to create an account for one of these platforms and upload their assignments here. Uploading to these platforms is not a substitute for uploading to the Google Drive folder. Alternatively, students may include a text file on the Drive with the link to the video.

Attendance | Attendance will be taken at the start of each class using online polls. Students are granted two absences during the semester. Additional absences may result in failing the course. Showing up more than 15 minutes after class has begun will result in a tardy. Being tardy twice will result in an absence. If you have a club or course that goes overtime and conflicts with this class, you can notify me so that we can arrange something around that. If you know you will be absent on a certain day, please email me. Use online resources to fill in what you missed and submit an assignment for that week in order not to be counted as absent.

Integrity | Work that students submit should be their own. Remixing work found online is completely fine and does not go against this course's policy. Students are allowed to use copyrighted material, such as music and video, so long as they credit the source somewhere in their video. Students should not take someone else's video and claim it as their own.

Late-Work | Students are highly encouraged to submit work on time. If a student is running late on an assignment, the student should email me before the next class that their assignment is running late. From there we can arrange a later submission date.

Disabilities | If you have a disability and have an accommodations letter from the Disability Resources office, I encourage you to discuss your accommodations and needs with me as early in the semester as possible. I will work with you to ensure that accommodations are provided as appropriate. If you suspect that you may have a disability and would benefit from accommodations but are not yet registered with the Office of Disability Resources, I encourage you to contact them at access@andrew.cmu.edu.

Wellness | Take care of yourself. Do your best to maintain a healthy lifestyle this semester by eating well, exercising, avoiding drugs and alcohol, getting enough sleep and taking some time to relax. This will help you achieve your goals and cope with stress.

If you or anyone you know experiences any academic stress, difficult life events, or feelings like anxiety or depression, we strongly encourage you to seek support. Counseling and Psychological Services (CaPS) is here to help: call 412-268-2922 and visit their website at <http://www.cmu.edu/counseling/>. Consider reaching out to a friend, faculty or family member you trust for help getting connected to the support that can help.

Office Hours | Office hours are by email appointment and can be requested any day of the week, although given my own schedule, I hold the right to decline office hours if they conflict with one or more of my own courses. Email requests for office hours must be sent with 24 hours' notice. Anything less than 24 hours may not be guaranteed. Office hours are a great way to ask questions, receive additional help, or learn new things not covered in class.

Week 01 – Week 07 | Animation

Week 01 | (No Homework)

Course Logistics

What is Animation | (Presentation & Examples)

A Brief Review of the Animation Process | (Presentation)

Introduction to the Adobe Suite | (Live Demo)

Week 02 | Homework | Storyboard Quick Edit

Introduction to the Storyboard | (Presentation)

From Storyboards to Animatics | (Live Demo)

The 12 Principles of Animation | (Presentation)

Experimenting with Storyboarding | (Studio Time)

Week 03 | Homework | Hand-Drawn Animation Quick Edit

History of Animation | (Presentation)

Drawing Animations in Photoshop | (Live Demo)

Experimenting with Animation | (Studio Time)

Week 04 | Homework | Vector-Based Animation Quick Edit

Introduction to Flash Professional | (Presentation)

Smiley Demo | (Live Demo)

Experimenting with Animation | (Studio Time)

Week 05 | Midterm

Creating Backgrounds for Animations | (Live Demo)

Exporting Animation for Editing | (Live Demo)

Experimenting with Animation | (Studio Time)

Week 06 | (No Homework)

Midterm Critiques | (Live Demo)

Week 07 – Week 13 | Video-Editing

Week 07 | Homework | Video Editing Quick Edit

Fundamentals of Video Editing | (Live Demo)

The Basics of After Effects | (Live Demo)

Rendering with Adobe Media Encoder | (Live Demo)

Experimenting with Video Editing | (Studio Time)

Week 08 | Homework | Kinetic Typography Quick Edit

Fundamentals of Kinetic Typography | (Live Demo)

Fundamentals of Motion Graphics | (Live Demo)

Experimenting with Kinetic Typography | (Studio Time)

Week 09 | Homework | Motion Graphics Quick Edit

The Basics of Illustrator | (Live Demo)

Introduction to Vectoring | (Live Demo)

Using Vectors in Motion Graphics | (Live Demo)

Advanced Motion Graphics | (Live Demo)

Week 10 | Homework | 2.5D Systems Quick Edit

Constructing 2.5D Systems | (Live Demo)

Using Camera Layers | (Live Demo)
Experimenting with 2.5D Systems | (Studio Time)

Week 11 | Homework | Final

The Effects of After Effects | (Live Demo)
Applying Textures | (Live Demo)
Experimenting with Effects | (Studio Time)

Week 12 | Homework | Final

Expressions & Scripting | (Live Demo)
Final Work Session | (Studio Time)

Week 13 | (No Homework)

Final Project Critiques | (Demo)

| Key |

Live Demo | Demonstrating software or skills to the class

Examples | Showing examples of exemplary work in the field

Presentations | Lecturing to the class

Studio Time | Independent time to work on Homework and ask questions

Demo | Final presentation