

## Student Taught Course | Animation & Video Editing

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Thursdays | 6:30pm – 8:00pm

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 studio standards for making videos and animations by merging classing animation techniques 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 entire 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 computer clusters on the 3<sup>rd</sup> floor. Students are permitted to use their laptops in class. Students are not limited to using Adobe software for assignments.

**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 Midterm, Final, and series of homeworks referred to as 'quick-edits'. There will be a total of **7 quick-edits** during the semester where students will have to render a short **10-20 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.

The Midterm will be an extended quick-edit of about **30-45 seconds** where students will create a video of their choice using video-editing, kinetic typography, and motion graphics. The Midterm demonstrates a student's understanding in video-editing practices.

The Final will be a video at least **1 minute** long. Any video format is acceptable: animation, video-editing, live-action, motion graphics, etc. Students will document their process, from storyboarding, to animatics, to the final video.

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. Assignments are due 2 hours before each class.

Students are asked to email links of their assignments to [odadfar@andrew.cmu.edu](mailto:odadfar@andrew.cmu.edu). Some time will be spent at the start of each class going over and briefly critiquing students' submissions.

**Attendance** | Students are granted two absences during the semester. Additional absences will 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 should notify me so that we can arrange something around that.

**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 should not take someone else's video and claim it as their own.

**Late-Work** | Students are highly encouraged to submit work on time. Late work submission will not get a chance to be viewed by the class and get the critique necessary for the creator of the video to learn and improve.

If a student is running late on an assignment, the student should email me before the next class that their assignment is running late. I understand that there are weeks when students are overloaded with work: I'm a student too. Yet it is important to notify me of it so that I know to expect your assignment later. 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](mailto: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 appointment and can be requested any day of the week. I will stay after class for anyone who wants to meet then. Office hours are a great way to ask questions, receive additional help, or learn new things not covered in class.

## Week 01 – Week 07 | Video Editing

### Week 01 | (No Homework)

Syllabus Review  
What is Animation | (Presentation & Examples)  
A Brief Review of the Animation Process | (Presentation)  
Introduction to the Adobe Suite | (Live Demo)  
Fundamentals of Video Editing | (Live Demo)  
Rendering with Adobe Media Encoder | (Live Demo)

### Week 02 | Homework | Video Editing Quick Edit

The Basics of After Effects | (Live Demo)  
Fundamentals of Kinetic Typography | (Live Demo)  
Fundamentals of Motion Graphics | (Live Demo)  
Experimenting with Kinetic Typography | (Studio Time)

### Week 03 | Homework | Kinetic Typography Quick Edit

The Basics of Illustrator | (Live Demo)  
Introduction to Vectoring | (Live Demo)  
How to Live Trace | (Live Demo)  
Using Vectors in Motion Graphics | (Live Demo)  
Advanced Motion Graphics | (Live Demo)

### Week 04 | Homework | Motion Graphics Quick Edit

Advanced Kinetic Typography | (Live Demo)  
Constructing 2.5D Systems | (Live Demo)  
Using Camera Layers | (Live Demo)  
Experimenting with 2.5D Systems | (Studio Time)

### Week 05 | Homework | 2.5D System Quick Edit

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

### Week 06 | (No Homework)

Video Editing Review | (Live Demo)  
Midterm Work Session | (Studio Time)

### Week 07 | Homework | Midterm

## Week 08 – Week 13 | Animation

### Week 08 | (No Homework)

Review of the Animation Process | (Presentation & Examples)  
Introduction to the Storyboard | (Presentation)  
Scanning in Storyboards | (Live Demo)  
Experimenting with Storyboarding | (Studio Time)

### Week 09 | Homework | Storyboard Quick Edit

Introduction to the Animatic | (Presentation)  
Creating an Animatic from Storyboard | (Live Demo)  
The Basics of Flash Professional | (Live Demo)

**Week 10 | Homework | Animatic Quick Edit**

The Basics of Photoshop | (Live Demo)  
Drawing Animations in Photoshop | (Live Demo)  
Animating Vectors in Flash Professional | (Live Demo)  
Experimenting with Animation | (Studio Time)

**Week 11 | Homework | Animation Quick Edit**

Creating Backgrounds for Animations | (Live Demo)  
Exporting Animation for Editing | (Live Demo)  
Composing Animations in After Effects | (Live Demo)

**Week 12 | (No Homework)**

Video Editing Review | (Live Demo)  
Final Work Session | (Studio Time)

**Week 13 | Homework | Final**

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