

Introduction

- Course Introduction & Logistics
- Introduction to the Creative Cloud

Syllabus Review

Student Taught Course | Animation & Video Editing

Fall 2019
Thurs. 6:30pm – 7:20pm | CFA 317
odadfar@andrew.cmu.edu
<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 storyboard & 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 #1'. 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

Main Points

- This course assumes no prior knowledge of video editing
- Taught using Adobe Creative Cloud software
- Two Absences allowed by StuCo Policy
- Short, fun polls to track attendance
- Each homework asks you to create a short animation with concepts from the most recent lecture

Lecture
New Concepts

Live Demo
Examples

Work Session
Ask Questions, Work on Video

Grading

Course Webpage

The screenshot shows a course webpage with a dark purple header and sidebar. The sidebar on the left contains links: Overview, Calendar, Assignments, Files, Software, Resources, and FAQ. The main content area has a title '98-331: Student-Taught Course | Animation & Video Editing'. Below the title, it says 'Fall 2018', 'Thurs. 6:30 - 8:00pm | CFA 317', and '3 Units'. A descriptive paragraph about the course follows. A 'Syllabus' button is highlighted with a purple border. At the bottom of the page, there's a navigation bar with links to GitHub, AVE Drive, and the Syllabus. The footer is dark purple.

98-331: Student-Taught Course | Animation & Video Editing

Fall 2018
Thurs. 6:30 - 8:00pm | CFA 317
3 Units

This course introduces the studio standards for video-editing and animation by merging classical 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 will go over the creative process from storyboarding & animatics to editing & post-production. The course is split into two halves: the first half with a focus on video editing & motion graphics, and the second half with a focus on 2D animation. No artistic background is required, although those with drawing experience may find the animation portion of the course to be easier.

Syllabus

Contents

Overview Homepage & Syllabus
Calendar List of Lessons & Coverage Times
Assignments List of Assignments, Submission Details, & Due Dates
Files Directory of Files
Software More Info About the Software Used in the Course
Resources Things To Help You During & After the Journey's End
FAQ Frequently-Asked Questions

[GitHub](#) [AVE Drive](#) [Syllabus](#)

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

* bookmark this *

What You Will Need

- Softwares
 - Adobe After Effects
 - Adobe Media Encoder
 - Adobe Flash Professional/Animate
 - Adobe Illustrator
 - Adobe Photoshop

* Creative Cloud Suite is present in 3rd floor
CFA clusters and 5th floor wean clusters



Assignments

StuCo: Animation & Video Editing | Fall 2019

Look in ‘Shared’ Folder

 Final Animation	me	Jul 22, 2018 me	—
 Midterm Video Editing	me	Jul 22, 2018 me	—
 Quick Edit 01 Video Editing	me	Jul 22, 2018 me	—
 Quick Edit 02 Kinetic Typography	me	Jul 22, 2018 me	—
 Quick Edit 03 Motion Graphics	me	Jul 22, 2018 me	—
 Quick Edit 04 2.5D Systems	me	Jul 22, 2018 me	—
 Quick Edit 05 Storyboards	me	Jul 22, 2018 me	—
 Quick Edit 06 Animatic	me	Jul 22, 2018 me	—
 Quick Edit 07 Vector Animation	me	Jul 22, 2018 me	—
 Quick Edit 08 Hand-Drawn Animation	me	Jul 22, 2018 me	—

Assignments

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(copied from syllabus)

- Course Introduction & Logistics
- Introduction to the Creative Cloud

Software



- Video Editing
- Effect Composition
- Graphics Animations
- Motion Tracking
- Video Processing
- Renderings



- Keyframing
- Drawing
- Tweening
- 2D Puppeting
- Motion Editing

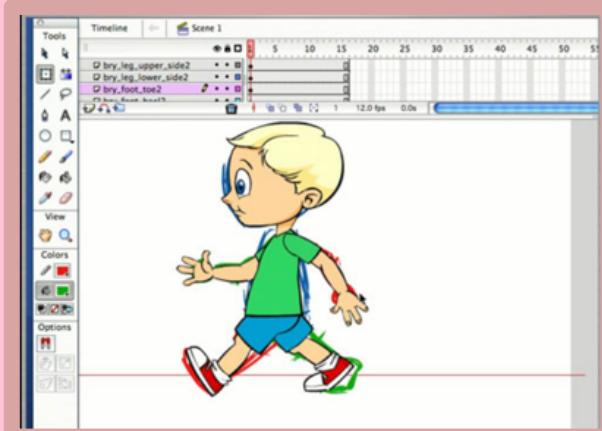
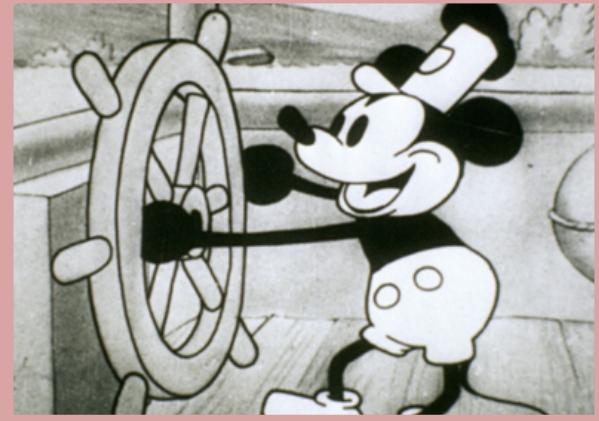


- Vectoring
- Graphics
- Typography

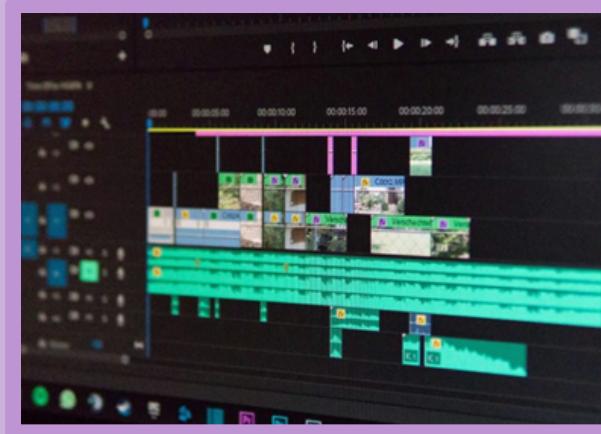
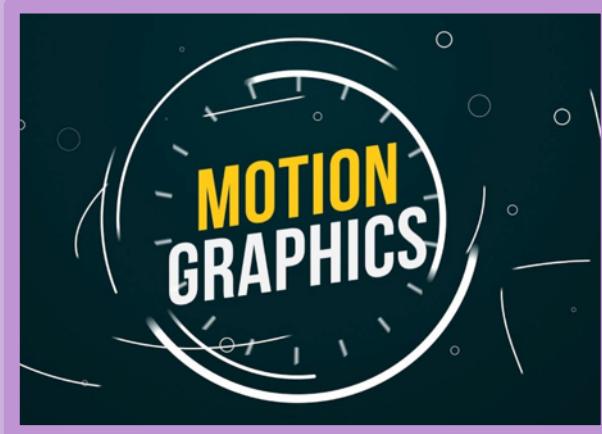
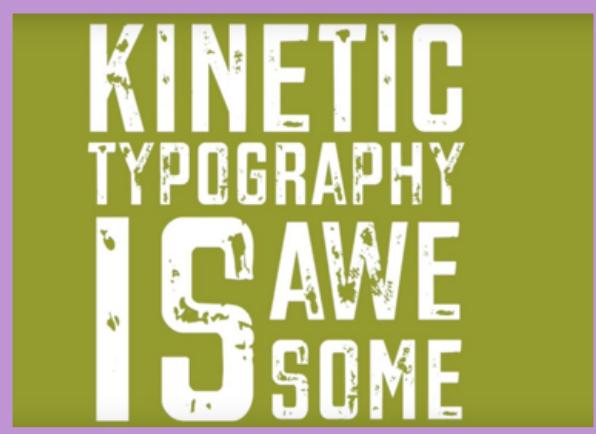


- Drawing
- Coloring
- Lighting
- Photo Editing

Topics Covered

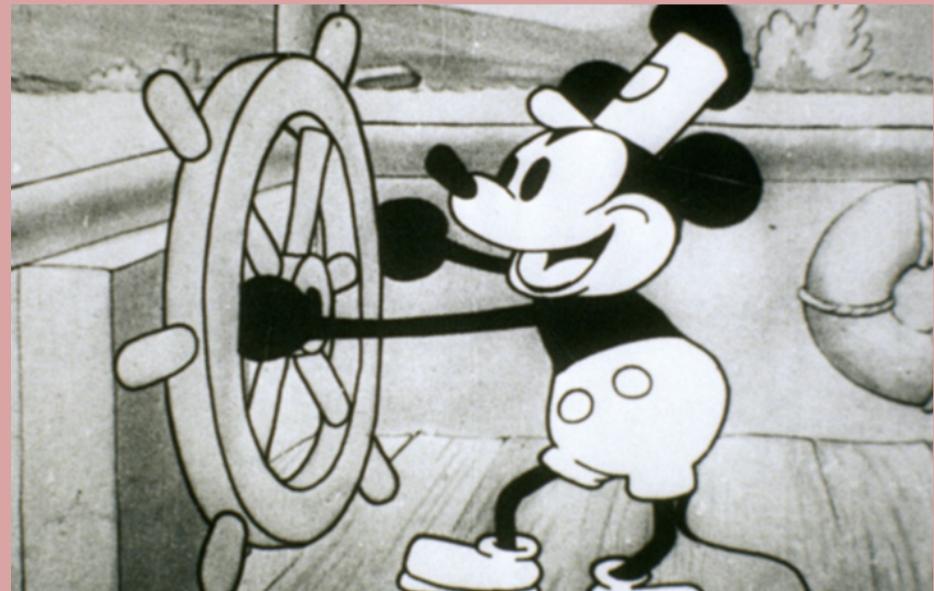


First
Half

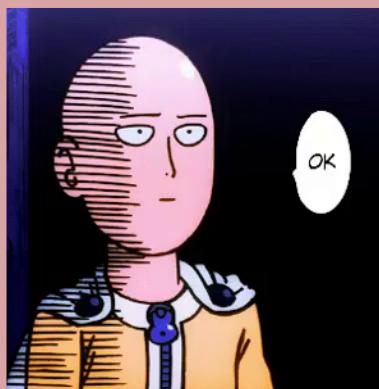


Second
Half

Hand Drawn Animation



- Draw out every frame.
- Yes you heard me correctly.
- Every. Singe. Frame.
- Any questions?

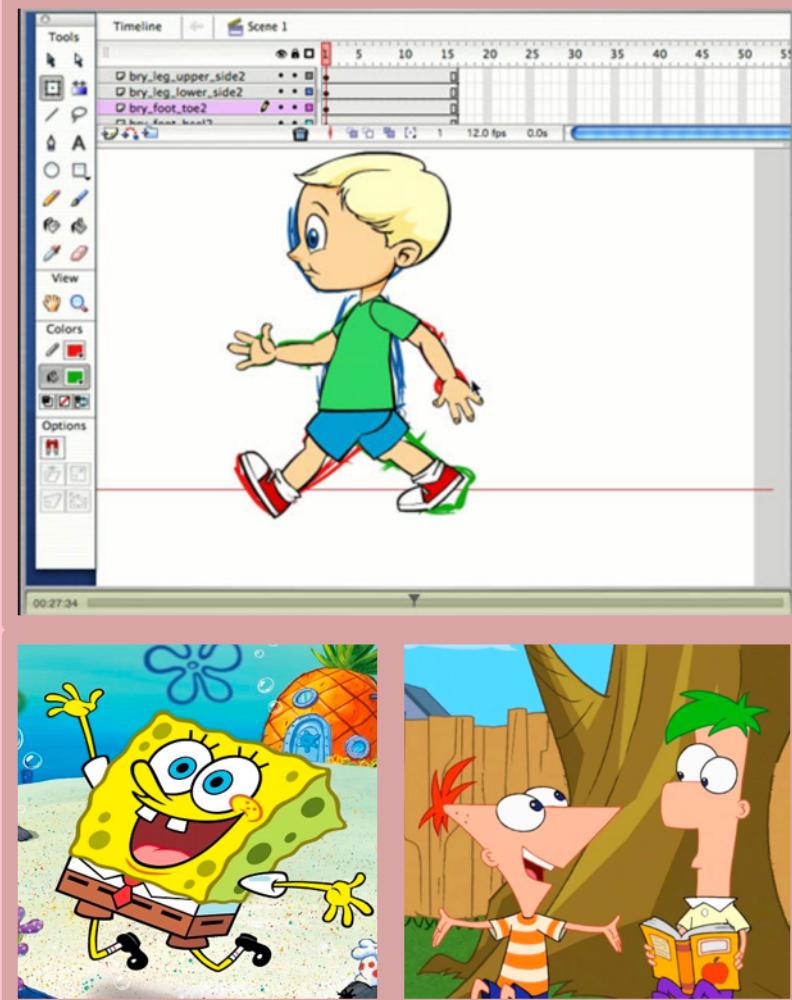


Ps

An

Ae

Vector-Based Animation



- Use vectors to drive the animation.
- Create 2D puppets as assets that are rigged for animation.
- Keyframe transformation properties of vectors to make puppets move.
- Requires a lot of vectoring and assets.
- *“Don’t ever let your audience realize you’re animating a puppet.”*

Ai

An

Ae

Kinetic Typography

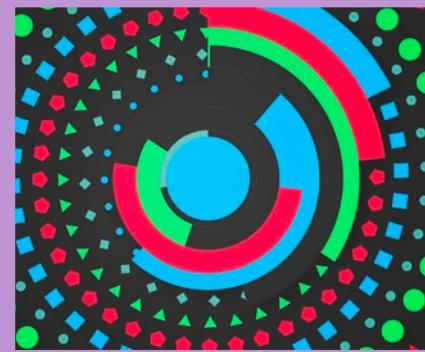


- Concept of animating text.
- Text movements or shapes correlate to actual meanings of words.
- Can be animated by word, syllable, or individual letters.
- 2D or 3D Text layers.

Ai

Ae

Motion Graphics



- Animating 2D and 3D graphics.
- Multiple motions onscreen (often very busy).
- Simple shapes put together to make more complex scenes.
- Vectors can be drawn in one software and animated in another.

Ps

Ai

Ae

Video Editing



Ae

- Show the most effective footage from a larger footage library.
- Can pair with music or other audio outside footage source.
- Transition between clips & adding effects on top of footage.

Timeline

Week 01	Introduction
Week 02	Storyboarding/Animatic/12 Principles
Week 03	Hand-Drawn Animation
Week 04	Vector-Based Animation
Week 05	Composing Animations
Week 06	Mid-Semester Critiques
Week 07	Video Editing
Week 08	Kinetic Typography & Motion Graphics
Week 09	Vectoring Graphics
Week 10	2.5D Systems
Week 11	Special Effects
Week 12	Expressions & Scripting
Week 13	Final Critiques

*I'm only expecting the semester to have 13 weeks. If we have more weeks than classes, I'll bring in popcorn and we'll spend any extra classes watching movies.

Homework

- Familiarize yourself with the syllabus & course website (refer to previous slide for link).
- See if you can access the course Drive with your andrewID. Email me if you experience any difficulties (email is in the syllabus).
- Fill out course introduction form (to be sent out by email shortly).

Questions?

Live Demo