

# CSIT 154: AFTER EFFECTS

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## History

1. Apr 29, 2021 by O'Connor Susan (soconnor)

## Viewing: CSIT 154 : After Effects

**Last approved: Thu, 29 Apr 2021 08:00:20 GMT**

**Last edit: Thu, 29 Apr 2021 01:20:44 GMT**

## 1. Course Information

### Subject

CSIT - Computer Science/ Information Technology

### Course Number

154

### School

Science, Technology, Engineering, Mathematics

### Course Title

After Effects

## 2. Hours

### Semester Hours

3.00000

### Lecture

3

### Lab

0

### Practicum

0

## 3. Catalog Description

### For display in the online catalog

This course examines principles, tools, and techniques utilized in the design of motion graphics. Discussions focus on creating animated shapes, imagery, video, story boards and text, all of which form the basis of motion graphics projects. Emphasis is also placed on creating dynamic and visually interesting moving pieces, including, but not limited to, logo animations, kinetic typography, and title sequences, through the use of Adobe After Effects. Students will develop finished, rendered works capable of delivery on CD, DVD, Broadcast, and the World Wide Web. Knowledge of Adobe Photoshop will be beneficial to a student enrolling in this course.

## 4. Requisites

### Prerequisites

CSIT 131 OR INSTRUCTOR PERMISSION

## 5. Course Type

### Course Fee Code

2

### Course Type for Perkins Reporting

vocational (approved for Perkins funding)

## 6. Justification

### Describe the need for this course

Core course for transfer program / degree with Bloomfield College

## 7. General Education

Will the college submit this course to the statewide General Education Coordinating Committee for approval as a course, which satisfies a general education requirement?

No

If the course does not satisfy a general education requirement, which of the following does it satisfy:

Elective

## 8. Consistency with the Vision and Mission Statements, the Academic Master Plan, and the strategic initiatives of the College

Please describe how this course is consistent with Ocean County College's current Vision Statement, Mission Statement, Academic Master Plan, and the strategic initiatives of the College:

Add item	
1	Offer comprehensive educational programs that develop intentional learners of all ages and ensure the full assessment of student learning in these programs. (Mission Statement)
2	Foster educational innovation through effective teaching-learning strategies, designed to develop and nurture intentional learners who are informed and empowered. (Vision Statement)
3	Employ technology and learning outcomes assessment to ensure student success in an increasingly diverse and complex world. (Vision Statement)
4	Prepare students for entrance into the workforce and/or for successful transfer to other educational institutions. (Academic Master Plan)
5	Seek to empower students through the mastery of intellectual and Practical Skills. (Academic Master Plan)
6	Challenge students to transfer information into knowledge and knowledge into action. (Academic Master Plan)

## 9. Related Courses at Other Institutions

### Comparable Courses at NJ Community Colleges

#### Institution

Brookdale CC

#### Course Title

Production and Storyboarding: Photoshop

#### Course Number

DIGM115

#### Number of Credits

3

#### Institution

Mercer County CC

#### Course Title

Motion Graphics

#### Course Number

DMA210

#### Number of Credits

3

#### Institution

Middlesex County College

#### Course Title

Web Animation and Interactive Media

**Course Number**

DMA222

**Number of Credits**

3

**Transferability of Course****Georgian Court University**

Course Code, Title, and Credits	Transfer Category	If non-transferable; select status
GRAPHDESEC Graphic Design Major Elective Credit 3 cr.	Elective	

**Kean University**

Course Code, Title, and Credits	Transfer Category	If non-transferable; select status
DSNX1003 Design Free Elective 3 cr.	Elective	

**Monmouth University**

Course Code, Title, and Credits	Transfer Category	If non-transferable; select status
FE001 100 Level Free Elective 3 cr.	Elective	

**Rowan University**

Course Code, Title, and Credits	Transfer Category	If non-transferable; select status
INTR99070 Free Elective 3 cr.	Elective	

**Rutgers - New Brunswick, Mason Gross School of the Arts**

Course Code, Title, and Credits	Transfer Category	If non-transferable; select status
		Will not transfer

**Stockton University**

Course Code, Title, and Credits	Transfer Category	If non-transferable; select status
ARTVEC Visual Arts Elective 3 cr.	Elective	

**10. Course Learning Outcomes****Learning Outcomes**

Students who successfully complete this course will be able to:	
CL01	Set up and manage efficient and compelling compositions.
CL02	Animate properties over time, using best practices in motion graphics animation.
CL03	Develop compositions using 3D layers and lights.
CL04	Mix audio tracks and synch them to visual elements using the Adobe After Effects timeline.
CL05	Create animated layer masks using rotoscoping techniques.
CL06	Design logo animations, kinetic typography and title sequence animations.
CL07	Manipulate and enhance photos and pictures using graphical elements in the After Effects tool library.
CL08	Render compositions for various delivery platforms.
CL09	Explain and demonstrate vector technology and raster and vector tools, and learn the difference between the two types.
CL010	Create 2-D images in 3-D space utilizing camera angles and lighting.

## 11. Topical Outline

(include as many themes/skills as needed)

	Major Themes/ Skills	Assignments (Recommended but not limited to)	Assessments (Recommended but not limited to)	Course Learning Outcome(s)
T01	Compositions 1. Common resolutions 2. Common frame Rates 3. Footage 4. Layers 5. Timeline 6. Advanced layering a. Splitting Layers b. Nested Compositions c. Blending modes d. Track Mattes	Hands-on, in-class, lab exercises, and projects	Programming exercises, projects, and exams	CLO1-6, 8
T02	Animation 1. Time vs. Space 2. Keyframing layer properties 3. Bezier Curves and Motion paths 4. Easing 5. Parenting 6. Null Objects 7. Effects and Adjustment Layers 8. Overview of the Principles of Animation	Hands-on, in-class, lab exercises, and projects	Programming exercises, projects, and exams	CLO2, 5, 6, 7, 8
T03	Manipulating Video and Sound 1. Video a. Frame Rates and Length b. Time Stretch c. Time Remapping d. Frame Blending 2. Audio a. Waveforms b. Peak levels c. Animating level d. Audio Filters 3. Compositing Concepts	Hands-on, in-class, lab exercises, and projects	Programming exercises, projects, and exams	CLO2, 4, 5, 8
T04	Masks and Vector Shapes 1. Shape Tools 2. Bezier Curves and the Pen Tool 3. Mask properties 4. Animated masks and Rotoscoping 5. Vector Shapes 6. Continuously Rasterize 7. File Textures vs. Procedural Textures 8. UV Mapping	Hands-on, in-class, lab exercises, and projects	Programming exercises, projects, and exams	CLO5, 7, 8, 9

T05	Text and Titles 1. Animating text properties 2. Text on a path 3. Kinetic Typography 4. Title Sequences F. 3D Layers and Lights 1. XYZ coordinate system 2. Cameras 3. Light and material properties 4. Contracting 3D scenes from 2D planes 5. 3D shapes and text 6. Utilizing external 3D objects	Hands-on, in-class, lab exercises, and projects	Programming exercises, projects, and exams	COL6, 7, 8, 9, 10
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## 12. Methods of Instruction

In the structuring of this course, what major methods of instruction will be utilized?

Class lecture/discussion, demonstrations, student projects, tutorials and assignments

## 13. General Education Goals Addressed by this Course (this section is to fulfill state requirements)

Information

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### Technological Competency

Yes

### Related Course Learning Outcome

All

### Related Outline Component

All

### Assessment of General Education Goal (Recommended but not limited to)

Programming exercises, projects, and exams

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### Independent/Critical Thinking

Yes

### Related Course Learning Outcome

All

### Related Outline Component

All

### Assessment of General Education Goal (Recommended but not limited to)

Programming exercises, projects, and exams

## **14. Needs**

### **Instructional Materials (text etc.):**

Class notes, textbooks and or open educational resources, software, manuals and online help

## **15. Grade Determinants**

**The final grade in the course will be the cumulative grade based on the following letter grades or their numerical equivalents for the course assignments and examinations**

**A: Excellent**

**B+: Very Good**

**B: Good**

**C+: Above Average**

**C: Average**

**D: Below Average**

**F: Failure**

**I: Incomplete**

**R: Audit**

**For more detailed information on the Ocean County College grading system, please see Policy #5154.**

## **16. Board Approval**

### **History of Board approval dates**

Date of Board of Trustee approval: March 30, 2015

Date of Board of Trustee approval: July 23, 2020

Key: 506