

Welcome to VCT 278: Course introduction and policies



VCT 278

Class Location: Online/Hybrid (TENTATIVELY Onsite Tuesdays 4:30-6pm--will update as ransomware situation evolves)

Items 31443, 31449; 5cr Arranged

Instructor: Nic Hartmann



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Spring Office Hours (Zoom): T/Th 10-11am PST (add'l misc. times and on campus by request-- shoot me an email)

-->**Nic's Office Zoom Room<--** <https://zoom.us>

<https://zoom.us/j/5769937682?pwd=QWg5dk5EYTRRM29zNHFTYzZPRWIxdz09> come on by!

Course Description

Welcome to VCT 278, the brand new After Effects Course! In this course, you'll master an industry-standard program for animation, visual effects, editing, compositing, rendering, and more. We'll simulate the experience of working in a professional design firm, providing practical, hands-on learning that mirrors real-world project scenarios.

Throughout the course, you'll work on assignments modeled after actual client deliverables, emphasizing the importance of meeting deadlines, communicating your design process, and collaborating with peers. My goal is to prepare you for success in the motion graphics industry by fostering professionalism, teamwork, and confidence in your abilities.

While I do maintain high expectations regarding deadlines and attention to detail, above all else, I value open communication, respectful discourse, and curiosity. I encourage students to ask questions and seek guidance from both myself and their peers.

In VCT 278, we strive to create a supportive learning environment where students feel comfortable asking questions and seeking guidance. While we maintain high expectations regarding deadlines and professionalism, we also understand the importance of open communication and collaboration. Our goal is to prepare you for success in the industry while fostering a sense of camaraderie and teamwork.

Join me in exploring Adobe After Effects and you'll develop the skills and confidence needed to excel in the motion industry!

Student Outcomes

- Create motion graphics for various types of projects, such as commercials, films, and presentations from scratch using After Effects, including concept development, animatics (storyboards), design, animation, and VFX/compositing.
- Acquire skills essential for pursuing careers in the animation and motion graphics industry, including understanding industry standards and best practices.
- Enhance collaboration and adaptability by learning how After Effects integrates seamlessly into various design workflows and ecosystems.
- Prepare polished, professional, and diverse portfolio pieces that showcase a range of skills and techniques, ready for presentation to potential employers and clients.
- Develop a comprehensive understanding of After Effects' role and impact within the broader design and animation landscape, fostering an appreciation for the versatility and potential of this powerful software.

Learning Resources

The entirety of the online learning materials for this course can be found in the **Modules** (<https://shoreline.instructure.com/courses/2343752/modules>) section, organized by week.

Each week's module contains an introductory page, a curated selection of instructional videos, and a variety of assignments. Some week's videos serve as comprehensive guides for various exercises, while others, located in the discussion section, address topics relevant to the discussions. **In case of technical issues with any time-sensitive content, promptly inform me via email before the week concludes to be exempted from the deadline.**

Course Structure

Here's a breakdown of the different types of assignments:

LS = Learning Summary (e.g., LS1 = Week 1 Learning Summary): Learning summaries aim to demonstrate your understanding of that week's instructional videos, typically focusing on broader topics rather than specific tutorials I've recorded.

D = Discussion (e.g., D1 = Week 1 Discussion): Discussions are designed to foster open conversations and help you get to know your classmates better.

E = Exercise (e.g., E1 = Week 1 Exercise): Exercises are small-scale projects that allow you to showcase your proficiency in a specific skill.

P = Project (e.g., P1 = Week 1 Project): Projects are typically self-contained animations that demonstrate your mastery of the skillset acquired during the week.

--> LINK TO LEARNING MODULES <-- (<https://shoreline.instructure.com/courses/2343752/modules>)

Other Helpful Links:

[LinkedIn Learning](https://www.googleadservices.com/pagead/aclk?sa=L&ai=DChcSEwjkgJDg7e79AhV7Oa0GHaODA-QYABAAGgJwdg&ohost=www.google.com&cid=CAESbeD2k5A36WdkF2XRg3YUOlhxrlAgBL-K0hLWxWyV2JcRX4haqK9GnNhK83V6wef2DGEvUdKiNRQvK6nk-X-S0dxj0jfJUdyegLJ94uiBx8P8dWFOKyh2bP1bSrcqHfWBO-hp1q3n7wZuR9VPZ2E&sig=AOD64_27BGhdBD4sXex2lo0Q0Hzry6wMGQ&q&adurl&ved=2ahUKEwjlrYXg7e79AhXKI0QIHT6pBDQQ0Qx6BAgGEAE) (https://www.googleadservices.com/pagead/aclk?sa=L&ai=DChcSEwjkgJDg7e79AhV7Oa0GHaODA-QYABAAGgJwdg&ohost=www.google.com&cid=CAESbeD2k5A36WdkF2XRg3YUOlhxrlAgBL-K0hLWxWyV2JcRX4haqK9GnNhK83V6wef2DGEvUdKiNRQvK6nk-X-S0dxj0jfJUdyegLJ94uiBx8P8dWFOKyh2bP1bSrcqHfWBO-hp1q3n7wZuR9VPZ2E&sig=AOD64_27BGhdBD4sXex2lo0Q0Hzry6wMGQ&q&adurl&ved=2ahUKEwjlrYXg7e79AhXKI0QIHT6pBDQQ0Qx6BAgGEAE) (Subscription provided)

All students receive access, which includes essential training in After Effects, Illustrator, Figma, Premiere Pro, etc.

[Andrew Kramer's Video Copilot](https://www.videocopilot.net/tutorials/) (<https://www.videocopilot.net/tutorials/>)

(Who I first learned After Effects from. He is considered the godfather of After Effects, but his videos are definitely focused on the VFX industry. That said, these tutorials are chock full of the fundamentals that will help you succeed in the motion industry).

[Jake Bartlett's Youtube Channel](https://www.youtube.com/channel/UCSggky_jA5RfK4gR5RBwGyw) (https://www.youtube.com/channel/UCSggky_jA5RfK4gR5RBwGyw)

(One of my favorite tutorial makers. He works for Battle Axe, the company that makes Anubis, Overlord, Timelord, Rubberhose, and more).

[Youtube.com](http://www.youtube.com/) (http://www.youtube.com/)

In all seriousness, the vast majority of tutorials I've followed over the last 10 years were found on Youtube! It's a treasure trove of knowledge--take advantage of it!

Grading/Evaluation

Grades are based on a point system. Most courses are setup with assignments that total approximately 1000 points, but this can vary.

This point system corresponds to a percentage score and Shoreline Community College's decimal grading system as follows:

95-100% (4.0-3.9) A

90-94% (3.8-3.5) A-

85-89% (3.4-3.2) B+

80-84% (3.1-2.9) B

75-79% (2.8-2.5) B-

70-74% (2.4-2.2) C+

65-69% (2.1-1.9) C

60-64% (1.8-1.5) C-

55-59% (1.4-1.2) D+

50-54% (1.1-0.9) D

45-49% (0.8-0.7) D-

Below 45% (0.6-0.0) F