FREDERICK UNIVERSITY

Course unit title:	**COMPUTER ART 4**				
Course unit code:	AART228				
Type of course unit:	Compulsory				
Level of course unit:	Bachelor				
Year / Semester of study:	2nd / Spring				
Number of ECTS credits allocated:	5	Lectures p/w:	2	Labs p/w:	0
Instructor(s)	Mr Christos Andreou				
Aim of the Course	Aim of the course and core objectives are to: • To develop the basic skills required in order to produce animated sequences. • To recognize both the technical and aesthetic issues of compositing type & imagery in motion • To Illustrate the relationship between digital imaging tools and digital compositing and video effect tools. • To assess the technical and aesthetic merit of animation sequences and video through viewing. • To develop and expand visual arts knowledge and skills to imaginatively express original visual and animated ideas. • To create an animated sequence that aims to communicate a narrative theme through appropriate and innovative use of motion typography and moving imagery.				
Learning outcomes of the course unit:	**Students should be able to:** 1. Comprehend certain IT technologies in relation to the area of specialization 2. Construct necessary skills and knowledge of computer design as a tool for designers 3. Employ skills and competences characterised by harmony and function between design and technology. 4. Use of traditional art and design boards to a contemporary art and design methodology 5. Recognize and design final artwork needed for general cause of the areas of specialization in art and design 6. Evaluate, choose and support appropriate technology, technique to use in the professional sphere 7. Assess project work development through comments and discussions on a group presentation.				

Prerequisites:	**AART117,AART118**	Co-requisites:	None
Course contents:	Preface Moving image & 2D Animation (Animation Basics): Introduction to Moving image & 2D Animation, Guided workshops on learning how to animate graphics. Explain the use and capabilities of Adobe After Effects techniques and how animation works. Adobe After Effects interface prologue. Exploring the "Transform" Properties and introduction to Key-framing. Import, create and animate imagery & text. Understand the main timeline and fps Introduction to motion graphics & compositing: Working with multiple layers and video effects. Creating masks and animating masks. Merging multiple images from different sources such as still images, video images, vector graphics and hand drawn imagery, combined together to create the illusion of a unified environment. How to use appropriate media and resources, gain technical awareness and develop a combination of skills acquired to create engaging visual imagery to support your ideas Visual interpretation: Individual or group exercises stressing the use of computer as medium in order to design and produce Motion Graphics sequences. How to use appropriate media and resources, gain technical awareness and develop a combination of skills acquired to create engaging visual imagery to support your ideas. Project includes basic computer skills acquired. Visual Communication: Prepare final project for review and production. Participation in-group critique. The role and importance of visual and literal communication.		
Recommended and/or required reading:			
Textbooks:	-- Adobe Creative, (2009), *Adobe After Effects CS4 Classroom in a Book*. USA. Adobe Press		
References:	Visual contemporary references on magazines like: Etapes, Creative Review, IdN, +design, Computer arts. www.watchthetitles.com Adobe Online Help tv.adobe.com www.creativecow.com www.videocopilot.net **http://www.w3schools.com/** www.artofthetitle.com, www.theinspirationroom.com, www.motionographer.com,		
Planned learning activities and teaching methods:	The course is delivered to the students by means of lectures and class discussions. Lectures are supplemented assignments on specific case studies in order for the stude familiarize themselves with the concepts and their application. Extended project briefin practical workshops (taught with a video projector connected with the lecture's compute exercises, illustrated lectures and group critiques. Student focus on practical work, pers		

	research, realization and manipulation of project work. Creative use of computer/digital based skills and hand skills such as photography, illustration and print. electronic image via Apple Macintosh or PC hardware and software can lead to alternative and unique vi solutions. The outcome is always enriched through visual research and reading.
Assessment methods and criteria:	• Knowledge and Understanding - 20% • Research and Analytical Skills - 20% • Production competency and solution - 40% • Presentation and Communication - 20%
Language of instruction:	English
Work placement(s):	No