

Course title:	MOTION GRAPHICS & ANIMATION TECHNIQUES II	
Course code:	AAVC202	
Type of course:	Required	
Level of course:	Bachelor	
Year of study:	2 nd	
Semester when the course is delivered:	2 nd	
Prerequisites:	AAVC201	
Number of ECTS credits allocated :	5	
Hours:	3	
Name of lecturer(s):	Mr Christos Andreou	art.ac@frederick.ac.cy
Learning outcomes of the course:	Upon completion of the course, students should be able to:	
	1. Competently apply the concepts of digital compositing to work effectively with 2D animation and live action imagery.	
	2. Demonstrate skills in animating, altering and compositing media in 2D and 3D space with the use of Adobe After Effects.	
	3. Compose motion effects and visual graphics for video	
	4. Utilize post-production techniques and special effects using After Effects to enhance the development of original ideas into full visual projects.	
	5. To give students practical experiences in the production of creative short animated video projects from inception to finish through storyboarding, execution, post-production techniques and final rendering.	
Course content:	<p>Advanced features of Adobe After Effects In depth analysis of the differences and advantages of both 2D animation and animating in 3D space and the use of post-production techniques.</p> <p>Generating professional special effects Motion tracking. Image stabilisation. Using colour keying. Using Vector Paint. Advanced keying and warping tools. Colour management tools.</p> <p>Working in 3D space Creating layers in 3D space Understanding the limitations of 2D planes in 3D space Introduction to Camera Angles & Monitor Views and animating in 3D Space</p> <p>Using sound in Adobe After Effects Adding and previewing sound Using sound markers to synchronise action</p> <p>Rendering and Exporting Using the Render Queue. Exporting to various formats.</p>	
Essential Reading:	Adobe Creative, (2018) <i>Adobe After Effects CC Classroom in a Book</i> . USA. Adobe Press	
Recommended and/or required reading:	- Foster, J. (2006) <i>After Effects and Photoshop: Animation and Production Effects for DV and Film</i> . USA. Sybex. - Krasner, J. (2008) <i>Motion Graphic Design: Applied History and Aesthetics</i> . USA. Focal Press.	
References:	Referencing on blogs as: tv.adobe.com www.creativecow.com www.videocopilot.net	

	www.watchthetitles.com
Planned learning activities and teaching methods:	<p>Computer lab and workshop based sessions</p> <p>Studio based workshops ensure the relevant and successful progression of practical studies. The course also enables access to facilities with technical support. Each workshop is accompanied by video tutorials available on the e-learning database as well as material for experimentation.</p> <p>Visual Presentations</p> <p>Sessions include illustrated demonstrations to instigate discussions and analyse methods and techniques within the design process in order of providing creative solutions to design projects.</p> <p>Integrated Project Work</p> <p>The workshops are linked with the requirements of projects in conjunction with other courses through group sessions and individual guidance. Using project briefs, emphasis is given to the active involvement of the student in the learning process, and a wider understanding of how assessment relates to the learning requirements is established.</p> <p>Evaluation & Skills</p> <p>Development and production of given project week by week as a method of practicing techniques and gaining skills. Group critiques provide opportunities for students to share specific opinions, information and skills as well as discussing and evaluating the outcomes of project work and assignments. This aids students' self-development in critical discourse and encourages debate and development of critical judgment as well as teamwork and self-directed study. To confirm skills acquired a synopsis of all process stages are given in the form of group reviews and critics.</p>
Assessment techniques and Assessments criteria:	<ul style="list-style-type: none"> • Project I - 30% • Project II - 40% • Final Assessments - 30% <p>Assessment Criteria for each one of the projects are:</p> <p>Research and Analytical Skills - 30%</p> <p>Production competency and solution - 40%</p> <p>Presentation and Communication - 30%</p>
Language of instruction:	English
Work placement(s):	None