ART 648 Digital Imaging & Animation

Classroom & meeting time: CHEM 210 Tuesdays & Thursdays 3:15pm - 5:25 pm Professor's Name: Oscar M Santos Office Hours& Location: Mondays and Wednesdays 1pm - 3pm and by appointment in CHEM 203 Office Telephone: TBD

Email: SANTOSOM@faculty.laccd.edu

Course Materials: Weblinks and handouts will be provided in class.

Lessons can be found at artsandjustice.org

Course Information:

This is an intermediate level course dealing with motion graphics for film and television using digital imaging and animation software, with an emphasis on programs such as Photoshop and After Effects, including layers, masks, filters, animation techniques and output to video, via demonstrations, practicums, and exercises.

Course Materials: Weblinks and handouts will be provided in class. Lessons can be found at artsandjustice.org You must have a FLASH DRIVE to turn in your work.

Submission of Work:

Work will either be handed in person or through the class server. See handouts on website. All projects and file names must be CORRECTLY LABELED and be in the correct FILE FORMAT **ex: "LastName_FirstName_NameOfProject.filetype"** ***Incorrectly labeled work receives ZERO credit.

***Late work receives HALF CREDIT

Grading Breakdown:

10 Projects (10 points each) - 100pts Mid-Term Project - 20pts Final Project - 20pts Participation in Class Critiques - 60pts Total Points - 200 (Total points may change depending on class progress)

Classroom Behavior: Disobedient, disruptive or disorderly behavior exhibited by any student may result in disciplinary action in accordance with District policies and procedures. Action may include, but is not limited to expulsion from class. (See LACC Board Rule 91101 in catalogue)

Important Dates/Deadlines:

First Day of Classes: Monday, February 5, 2018 Last Day to Drop for Refund: Monday, Feb. 19, 2018 Last Day to Drop without Fee & without a "W": Monday, Feb. 19, 2018 Last Day to Add Classes: Monday, Feb. 19, 2018 Census Date: Tuesday, Feb 20, 2018 Last Day to File Pass/No Pass: tbd Spring 2018 Graduation Petitions accepted without a Graduation Evaluation by an Academic Counselor tbd Late Spring 2018 Graduation Petitions accepted with a Graduation Evaluation by an Academic Counselor To be determined

*Participation in the graduation ceremony is not guaranteed. Please check with Admissions.

Last Day to Drop with a "W": Sunday, May 6, 2018 Final Exam Schedule: Tuesday, May 29 - Monday, June 4 Spring Semester Ends: Monday, June 4, 2018 Grades Due: tbd

HOLIDAYS/NON-INSTRUCTION:

President's Day: Friday Feb 16 - Monday Feb 19, 2018 Non-Instruction Day: Thursday, March 29, 2018 Cesar Chavez Holiday: Friday, March 30, 2018 Spring Break: Saturday March 31 - Friday April 6 Memorial Day: Monday, May 28

CLASS DATE	LECTURE + LAB	PROJECTS
1- 2/6	Introduction to class, syllabus and schedule	 Review Animation Principles Begin work on PROJECT 1 - Twelve Principles of Animation
2- 2/8	 Intro/Review In-Design: Animation Flipbooks Animation / Motion graphics examples 	 In- Class Exercise: Continue working on 12 Principles Drawings
3- 2/13	Photoshop Keyframe AnimationPhotoshop Halftone Patterns	PROJECT 2 - Photoshop Keyframe Basics
4- 2/15	continued	continued
5- 2/20	Embedded Keyframe Anima- tions	PROJECT 3- Embedded Keyframe Animations
6- 2/22	continued	continued
7- 2/27	Rotoscoping & Masking in Photoshop	PROJECT 4- Rotoscope and Masking Project
8- 3/1	continued	continued
9- 3/6	After Effects Basics - Objects	PROJECT 5- After Effects Object Animation
10- 3/8	continued	continued
11- 3/13	After Effects Animation Contin- ued - Text &Titles	PROJECT 6- After Effects Text Animation
12- 3/15	continued	continued
13- 3/20	Using Illustrator files in After Effects	PROJECT 7- After Effects working with Illustrator
14- 3/22	continued	continued
15- 3/27	Using Masks & Precomps	PROJECT 8- After Effects Masking & Precomps
16- 4/10	continued	continued
17- 4/12	Midterm portfolio prep	MIDTERM PROJECT
18- 4/17	continued	continue
19- 4/19	3D and After Effects	PROJECT 9- 3D animation project
20- 4/24	continued	continued
21- 4/26	coninued	PROJECT 9- 3D animation project (cont'd)
22- 5/1	Working with Premiere & After Effects & Keying	Project 10 - Premiere & Keying project
23- 5/3	continued	Project 10 - Premiere & Keying project
24- 5/8	Project TBD or wiggle room for projects	Project TBD or wiggle room for projects
25- 5/10	Preparing a portfolio of your work	 Using InDesign to set up your portfolio Review & Refine all semester projects
26- 5/15	continued	continued
27- 5/17	continued	continued
28- 5/22	Peer Review / Professor Re- view	Final revisions
29- 5/24	continued	Prepare final for submission

CLASS DATE	LECTURE + LAB	PROJECTS
	FINAL PORTFOLIO & PRESENTA- TION DUE	FINAL PORTFOLIO & PRESENTATION DUE