Mission Statement:
Our mission is to serve as a leading center of Christian thought and action providing an excellent education from a biblical perspective and global context in pivotal professions to equip Christian leaders to change the world.

COURSE SYLLABUS

SCHOOL OF COMMUNICATION & THE ARTS
DEPARTMENT OF CINEMA- TELEVISION

ANIM 115
COMPOSITING & SOUND FOR ANIMATORS

SPRING 2010
THURSDAY 9:00 am.-12:00 pm.
COM 155

PROFESSOR: DAVID Xu

Phone: 757-352-4235
Fax: 757-352-4275
E-mail: dxu@regent.edu

Office Hours: Wednesday 12:00 pm -6:00 pm
Office Location: COM 253

All students are required to read and have a thorough understanding of the syllabus. Any questions or concerns need to be addressed to the instructor.
COURSE DESCRIPTION

Selection, processing, editing, synchronizing, and mixing dialog, music, and sound effects for animated sequences. Understanding “checkerboard” A-B-C Rolls and their application to non-linear editing environments. Reconciling audio file formats, maintaining synch, scrubbing, locating and transcribing phonemes and syllables, using built-in spreadsheet utilities to recreate classic animation exposure chart functionality.

RATIONALE/COURSE OVERVIEW

Adobe After Effects and Sound Forge are major software used for compositing and sound editing in animation. Techniques such as animating text and color, editing, sound effects, etc are explored. Students are required to complete assignments and a project as guided.

Integration of Faith & Learning

There are many scriptures on which this class is based. This class, in attempting to teach the student the “business” of entertainment, does so, based on the biblical principles of honesty, integrity, professionalism, responsibility, humility, and servant leadership. As the Lord directs us to let our yes be yes and our no be no, this class intends to forge a spirit of integrity and honesty in business relationships, as a cornerstone to success in the industry. Students are expected to present themselves in accordance with these principles.

PREREQUISITES

No

Bachelor of Arts in Animation Program Goals:

1. Relevant knowledge of the ways in which Christian principles are evidenced in the practice of their art.
2. Ability to conceptualize the way meaning is structured and perceived in animation.
3. Understanding of the techniques and practices of animation production including conceptualization, modeling & construction, texturing, animation, digital cinematography, and post-production and the use of relevant tools for each of these stages.
4. Proficiency in the production of animation.

Bachelor of Arts in Animation Program Learning Outcomes:

Students will demonstrate:

1. Articulation of their Christian Worldview both written & visual.
2. Understanding of the historical/critical role of animation in our society and globally.
3. Understanding of animation story construction & character development both written & visual.
4. Understanding conceptualization as it applies to animation production both written & visual.
5. Proficiency in Photoshop
6. Proficiency in editing and compositing as it relates to animation.
7. Proficiency in traditional drawing skills

ANIM 115 OUTCOMES

Selection, processing, editing, synchronizing, and mixing dialog, music, and sound effects for animated sequences. Understanding “checkerboard” A-B-C Rolls and their application to non-linear editing
environments. Reconciling audio file formats, maintaining synch, scrubbing, locating and transcribing phonemes and syllables, using built-in spreadsheet utilities to recreate classic animation exposure chart functionality.

**Course Materials**

**Required Materials:**

Adobe After Effects CS5
Classroom in a Book
Publisher: Adobe Press (June 18, 2010)

**Course Requirements and Assignments**

A. Assignment 1 - Practice class content, create a piece of work using *Creating a Basic Animation Effects Techniques* (show next class) (2%) - Wk3

B. Assignment 2 - Practice class content, create a piece of work using *Animating Text and Shape Layer technique* (show next class) (2%) - Wk4

C. Assignment 3 - Practice class content, create 1 work using *Animating a Multimedia Presentation and Animating Layers techniques* (show next class) (2%) - Wk5

D. Assignment 4 - Practice class content, create a piece of work using *working with masks Distorting objects with the puppet tools techniques* (show next class) (2%) – Wk6

E. Assignment 5 - Storyboard Assignment (show next class) (2%) – Wk6

F. Assignment 6 - Practice class content, create a piece of work using *Keying performing color correction techniques* (show next class) (2%) – Wk 7
G. Assignment 7 - Practice class content, create a piece of work using *Building and Animating a 3D Object Using 3D Features techniques* (show next class) (2 %) – Wk 10

H. Assignment 8 - Practice class content, create a piece of work using *Advanced Editing and Rendering and outputting Techniques* (show next class) (2 %) – Wk 11

I. Assignment 9 - Practice class content, (show next class) (2 %) – Wk 12

J. Assignment 10 - Practice class content and Editing and Recording *Sounds* (show next class) (2 %) - Wk 13

K. Midterm Project - Due Wk 8

L. Final Project – Due Wk 15

M. University policy requires that all students submit a formal student evaluation of teaching form at the end of the academic term. This mandatory requirement must be completed before students will be able to access their final course grade.

**EVALUATION AND GRADING**

A. Weight

| Assignment 1 | 2 % |
| Assignment 2 | 2 % |
| Assignment 3 | 2 % |
| Assignment 4 | 2 % |
| Assignment 5 | 2 % |
| Assignment 6 | 2 % |
| Assignment 7 | 2 % |
| Assignment 8 | 2 % |
| Assignment 9 | 2 % |
| Assignment 10 | 2 % |
| Midterm | 25 % |
| Final Film | 35 % |
| Presentation & participation | 10 % |
| Attendance | 10 % |

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B. Scale
CLASS SCHEDULE:

Week 1  Syllabus introduction, animation piece appreciation

Week 2  Lecture:  *Adobe After Effects*
   1. Getting to know the work flow
   2. Creating a Basic Animation Effects and Presets
   Workshop: Individually help student to solve problems
   Assignments: Practice class content and *Create a Basic Animation Effects* (show next class) (2 %)

Week 3  Lecture:  *Adobe After Effects CS4*
   1. Animating Text
   2. Shape Layers
   Activity: Students Present last assignment
   Workshop: Individually help student to solve problem
   Assignments: Practice class content and use *Animating Text and Shape Layer technique to create an effect work* (show next class) (2 %)

Week 4  Lecture:  *Adobe After Effects CS4*
   1. Animating a Multimedia Presentation
   2. Animating Layers
   Activity: Students Present last assignment
   Workshop: Individually help student to solve problem
   Assignments: Practice class content and use *Animating a Multimedia Presentation and Animating Layers to create an effect work* (show next class) (2 %)

Week 5  Lecture:  *Adobe After Effects CS4*
   1. working with masks
   2. Distorting objects with the puppet tools
   Activity: Students Present last Assignment
   Workshop: Individually help student to solve problem
   Assignments: Practice class content and use *working with masks Distorting objects with the puppet tools to create an effect work* (show next class) (2 %)
   Storyboard Assignment (2 %)
   Midterm Assignment (25 %)

Week 6  Lecture:  *Adobe After Effects CS4*
1. Keying
   2. Performing color correction

Activity: Students Present last Assignments
         Students Present completed Storyboard (Due day)

Workshop: Individually help student to solve problem

Assignments: Practice class content and use Keying, performing color correction
to create an effect work (show next class) (2 %)
Work on Midterm project

Week 7 Lecture: Adobe After Effects Workshop
Activity: Students Present last Assignment
         Students Present Midterm project progress

Workshop: Individually help student to solve problem

Assignments: Work on Midterm project

Week 8 Midterm: Project Due: Students Midterm Presentation (25 %)
Activity: Project Critiques

Week 9 Lecture: Adobe After Effects CS4
   1. Building and Animating a 3D Object
   2. Using 3D Features

Activity: Students Present last assignment
Workshop: Individually help student to solve problem

Assignments: Practice class content and use Building and Animating a 3D Object
Using 3D Features to create an effect work (show next class) (2 %)

Week 10 Lecture: Adobe After Effects CS4
   1. Advanced Editing Techniques
   2. Rendering and outputting

Activity: Students Present last Assignment
Workshop: Individually help student to solve problem

Assignments: Practice class content and use Advanced Editing Techniques
Rendering and outputting to create an effect work (show next class) (2 %)
Final project Assignment (35 %)

Week 11 Lecture: SOUND FORGE
   Introduction

Activity: Students Present last Assignment
         Students Present final project progress

Workshop: Individually help students to solve problem

Assignments: Practice class content (show next class) (2 %)

Week 12 Lecture: SOUND FORGE
   Editing
   Recording

Activity: Students Present last Assignments
         Students Present final project progress

Workshop: Students work on sound project

Assignments: Practice class content and Editing and Recording
Sounds (show next class) (2%)
Continually work on Final project

Week 13 workshop: Work on After Effect and Sound forge
Activity: Students Present last Assignments
Assignments: Continually work on Final project

Week 14 Pr Final Workshop - Students prepare for final project

Week 15 Final Students Present Final project (35%)

Students must turn in their projects at the beginning of class (as students arrive – please have your Film burned to a CD or on a thumb drive that the instructor can borrow to transfer the files). Students will present their Short Film, from conception to completion. Critiques of their work will be given and student discussion will be encouraged. Due to limitations within the render farm for class, all animation may not have access to the render farm. Students are instructed to include Final film complete with sound, Still images of fully realized shots and the best scene (students choice) fully realized and rendered on the students machine.

Breakdown of elements for the grading of the Final Project is as follows:
- Student’s Presentation and Interaction: 10%
- Storyboard: 10%
- Video Editing: 35%
- Sound Editing: 25%
- Dynamics: 10%
- Overall Creativity and Originality: 10%

UNIVERSITY ACADEMIC HONOR CODE

Students are on their honor to complete assignments with honesty and integrity. Academic dishonesty involves intentionally or unintentionally stealing the intellectual property of others. Students are expected to be familiar with the university’s policy on academic integrity found in both the University Student Handbook and School of Undergraduate Studies Catalog (http://www.regent.edu/general/catalog/) and to follow it. As an academic and Christian community, Regent University takes seriously the call for integrity and penalizes breaches of academic integrity.

Students should be aware that submitted papers may be checked using Safeassign (Blackboard’s plagiarism detection feature. This feature will determine the percentage of the submitted paper that matches other sources and will generate a report. Scores below 15% include quotes and few common phrases or blocks of text that match other documents, these papers indicate no evidence of the possibility of plagiarism. Scores between 15% and 40% include extensive quoted or paraphrased material or may include plagiarism and will require further review. Scores over 40% indicate a high probability the text in the paper was copied from other sources and should be reviewed for plagiarism. The professor or instructor will contact the student if plagiarism is a concern.

DEPARTMENT RESOURCES
Production Forms, including Production Manual
http://www.regent.edu/acad/schcom/production/forms.htm

Equipment Reservation Form
http://www.regent.edu/acad/schcom/equipment/equipment_reservation_form.htm

UNIVERSITY POLICIES AND RESOURCES

Please review the following links for important information on University policies:

- Academic Calendar/Registrar Information
- Bookstore
- Honor/Plagiarism Policy
- Regent Library
- Student Services (includes links to student handbook, disability services, University calendar, University Writing Center, etc.)
- Technical Support – University Helpdesk
- Grading Policies (incompletes, extensions, IPs, etc.)
- Student Course Evaluations

DISABILITY STATEMENT:

The student is responsible for contacting director of student life at 757.352.4867 to request accommodations, provide necessary documentation, and make arrangements with each instructor. The following website is designed to help our disabled students learn of their rights and responsibilities with regards to disability services. The site also has resources for faculty to become better informed of their responsibilities towards the disabled students in their classes.
http://www.regent.edu/disabilities

STUDENT COURSE EVALUATION

Becoming Christian leaders includes learning how to evaluate others by providing honest evaluations that include positive affirmation and constructive feedback, as appropriate. In addition, such evaluation leads to the continual improvement of courses and student learning. Consequently, university policy requires that all students submit a formal student evaluation of teaching form at the end of the academic term. This mandatory requirement must be completed before students will be able to access their final course grade. This form is only available in an online format. Prior to the end of the course, students will receive an e-mail indicating that the form is available. Instructions on accessing the evaluation will be included. Since these evaluations are only available for a limited time, students should complete the evaluation as soon as they receive the e-mail notification that the evaluation form is available. Instructors will not have access to course evaluations until after grades have been submitted and will only have access to anonymous summary data. Students are also encouraged at any point during the term to offer comments that may be helpful to the improvement or refinement of the course. Students can access the online evaluation system at: http://eval.regent.edu/regentsurvey/students.cfm. If you have questions about the online evaluation please contact evaluation@regent.edu.

Last Updated: 11/19/2010

At times, due to unforeseen circumstances, course content may be subject to change. Please check with
your professor to insure you have the most recently updated Syllabus for this course.

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