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

CTV 646
SPECIAL EFFECTS EDITING

SPRING 2011
TUESDAY: 9:00 am. - 12:00 pm.

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

The concepts of design, color and texture as they pertain to special effects will be explored. Software used will be Adobe After Effects, and Editing system of your choice. Students will learn how to use traditional 2D editing and imaging tools to create animation and effects. Physical special effects will be studied, reproduced in labs and edited by students.

RATIONALE/COURSE OVERVIEW

The Student who completes with a passing grade should be able to effectively use the software covered to add special effects to edited pieces.

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

Department of Cinema Television Goals:

1. Christian Worldview: Biblically-based exploration of the impact of cinema-TV on the audience and/or creators.
2. Academics: To maintain a creative educational experience where students learn through scholarship and the creation of artistic projects that examine and reflect our ever-changing industry.
3. Christian Community: To foster an environment in and out of the classroom that promotes the principles of a Christian community.
4. Global Competence: To critically examine through scholarship and creative projects the aesthetics and techniques of artists and artifacts (in film, video, internet, etc.) from various cultures.
5. Stewardship: To teach the biblical and professional principles of faithful stewardship through scholarship and practice.

Learning Outcomes for Each Major:

CINEMA-TELEVISION DEPARTMENTAL PROGRAM OUTCOMES

MFA IN CINEMA-TELEVISION:

- Christian Worldview Students will demonstrate the ability to integrate & apply the Christian faith & biblical principles to the study & practices of mediated communication.
- Professional Artistry Students will articulate their personal artistic “voice” and mastery of the production process as evidenced by excellence in their creative works.
- Techniques (within majors):
  - Producing: Students will demonstrate mastery of cinema and television producing, which includes the development of leadership and stewardship skills within a spiritual, social, cultural, and global framework.
  - Directing: Students will demonstrate mastery of cinema and television directing, in storytelling, pre-visualization, production design, casting & performance,
cinematography, audio, post-production, and the application of Christian leadership skills to the directing process.

- **Script & Screenwriting:** The student will demonstrate mastery of script & screenwriting for television, cinema, & stage-plays, in idea, story, & character development, narrative strategies, format & scene construction, pitching & marketing, and the application of Christian leadership to the script & screenwriting process.

**MA in Communication:**

- **Christian World-View** Students will demonstrate the ability to integrate & apply the Christian faith & biblical principles to the study & practices of mediated communication.
- **Academics** Students will demonstrate knowledge of relevant communication theories related to the study of film & television.
- **Artistic Practice (within concentrations)** Students will demonstrate proficiency and excellence in the rigorous exploration and application within their chosen artistic concentration:
  - **Producing:** In the logistics of a film/TV production, including story and production development, pre-production, scheduling & budgeting, legal issues & business development, post-production, distribution, and the application of Christian leadership to the producing process.
  - **Directing:** In storytelling, pre-visualization, production design, casting & performance, cinematography, audio, post-production, and the application of Christian leadership skills to the directing process.
  - **Editing:** In post-production – including non-linear, story structure, workflow, acquisition, sound design, compositing, media formats & technology, graphics, mastering, production process, and the application of Christian leadership in the post-production process.
  - **Critical Studies:** In the historical-critical analysis of film and television. This will include mastery of classical, contemporary, and international research methods, critical writing, understanding and application of relevant theory and histories (national and international) – all combined with an understanding of the Christian world-view.
  - **Script & Screenwriting:** In idea, story, & character development, narrative strategies, format & scene construction, pitching & marketing, and the application of Christian leadership to the script & screenwriting process.

**CTV 646 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.

**Required Texts and Readings**
Course Requirements and Assignments

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

B. Assignment 2-Practice class content, create a piece of work using *Manipulating Keyframes to create more refined animations* Techniques (show next class)– (2%) Wk4

C. Assignment 3-Practice class content, create a piece of work using *trim layers and enhance them using Blending modes and effects* Techniques (show next class)– (2%) Wk5

D. Assignment 4-Practice class content, create a piece of work using *masks, mattes, and stencils to cut out portions of a layer* Techniques (show next class)– (2%) Wk6

E. Assignment 5-Practice class content, create a piece of work using *Animation text and working with music in motion graphics design* Techniques (show next class)– (2%) Wk7

F. Assignment 6-Practice class content, create a piece of work using *Grouping layers to make them easier to coordinate* Techniques (show next class)– (2%) Wk8

G. Assignment 7-Practice class content, create a piece of work using *Expressions and playing with time* Techniques (show next class)– (2%) Wk10

H. Assignment 8-Practice class content, create a piece of work using *Adding a new dimension to your animation* Techniques (show next class)– (2%) Wk11

I. Assignment 9-Practice class content, create a piece of work using *Tackling several essential skills for creating special effects* Techniques (show next class)– (2%) Wk12

J. Assignment 10-Practice class content, create a piece of work using *Putting your new found skill to work in a fun project* Techniques (show next class)– (2%) Wk14

K. Midterm Project - 25% Wk 8

L. Final Project – 35% 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

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CLASS SCHEDULE:

Week 1 Lecture: Syllabus introduction
                    Animation piece appreciation

Week 2 Lecture:  *Adobe After Effects*
                    Basic Animation
                    *(How to build first animation while learning a typical after effects workflow)*
                    Workshop: Individually help student to solve problems
                    Assignments: Practice class content, create a piece of work using *Creating a Basic Animation* Techniques (show next class) – (2%) Wk3

Week 3 Lecture:  *Adobe After Effects*
                    Advanced Animation
                    *(How to manipulate Keyframes to create more refined animations)*
                    Activity: Students Present last assignment
                    Workshop: Individually help student to solve problem
                    Assignments: Practice class content, create a piece of work using *Manipulating Keyframes to create more refined animations* Techniques (show next class) – (2%) Wk4

Week 4 Lecture:  *Adobe After Effects*
                    Layer Control
                    *(How to trim layers and enhance them by using Blending modes and effects)*
                    Activity: Students Present last assignment
                    Workshop: Individually help student to solve problem
                    Assignments: Practice class content, create a piece of work using *trim layers and enhance them using Blending modes and effects* Techniques
                    Storyboard for Midterm project
                    (show next class) – (2%) Wk5

Week 5 Lecture:  *Adobe After Effects*
                    Creating Transparency
                    *(How to use masks, mattes and stencils to cut out portions of a layer)*
                    Activity: Students Present last Assignment
                    Students Present completed Storyboard (Due day)
                    Workshop: Individually help student to solve problem
                    Assignments: Practice class content, create a piece of work using *masks, mattes and stencils to cut out portions of a layer* Techniques (show next class) – (2%) Wk6

Week 6 Lecture:  *Adobe After Effects*
                    Type and Music
                    *(How to use Animation text and work with music in motion graphics design)*
                    Activity: Students Present last Assignments
                    Student Present midterm project progress
                    Workshop: Individually help student to solve problem
                    Assignments: Practice class content, create a piece of work using *Animation text and working with music in motion graphics design* Techniques
                    (show next class) – (2%) Wk7
Week 7  Lecture:  *Adobe After Effects*

*Parenting and Nesting*

(How to group layers to make them easier to coordinate)

**Activity:** Students Present last Assignments

Students Present midterm project progress

**Workshop:** Individually help student to solve problem

**Assignments:** Practice class content, create a piece of work using *Grouping layers to make them easier to coordinate* Techniques (show next class) – (2%) Wk8

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

**Activity:** Students Present last assignment

**Workshop:** Individually help student to solve problem

**Assignments:** Work on Final project

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Week 9  Lecture:  *Adobe After Effects*

*Expressions and Time Games*

(How to use Expressions and play with time)

**Activity:** Students Present last assignment

**Workshop:** Individually help student to solve problem

**Assignments:** Practice class content, create a piece of work using *Expressions and playing with time* Techniques (show next class) – (2%) Wk10

Continually work on final project

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Week 10 Lecture: *Adobe After Effects*

*3D Space*

(How to add a new dimension to your animation)

**Activity:** Students Present last Assignments

Students Present final project progress

**Workshop:** Individually help student to solve problem

**Assignments:** Practice class content, create a piece of work using *Adding a new dimension to your animation* Techniques (show next class) – (2%) Wk11

Continually work on final project

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Week 11 Lecture: *Adobe After Effects*

*Track and Key*

(How to tackle several essential skills for creating special effects)

**Activity:** Students Present last Assignments

Students Present final project progress

**Workshop:** Individually help students to solve problem

**Assignments:** Practice class content, create a piece of work using *Tackling several essential skills for creating special effects* Techniques (show next class) – (2%) Wk12

Continually work on final project

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Week 12 Lecture: *Adobe After Effects*

*Paint and Clone*

(How to use Paint and Vector Paint to make your mark)

**Activity:** Students Present last Assignments

Students Present final project progress

**Workshop:** Individually help students to solve problem
Assignments: Practice class content, create a piece of work using *Paint and Vector Paint to make your mark* Techniques (show next class) – (2%) Wk13
Continually work on final project

**Week 13 Lecture:** *Adobe After Effects*
*Final project*
*(How to put your new found skill to work in a fun project)*

**Activity:** Students Present last Assignments
Students Present final project progress

**Workshop:** Individually help students to solve problem

Assignments: Practice class content, create a piece of work using *Putting your new found skill to work in a fun project* Techniques (show next class) – (2%) Wk14
Continually work on Final project

**Week 14 Pr final** Workshop – individually help with final project

**Week 15 Final** Students Present Final project (35%)

Breakdown of elements for the grading of the Final Project is as follows:
- Student’s Presentation and Interaction: 10%
- Storyboard: 10%
- Video Editing: 50%
- Dynamics: 15%
- Overall Creativity and Originality: 15%
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.