

**N585**  
**Digital Effects Graduate Section**

**Department of Media Arts and Science / Human-Centered Computing / Library and  
Information Science**  
**Indiana University School of Informatics and Computing, Indianapolis**  
**Spring 2014**

*Section No.:* 14038  
*Credit Hours:* 3  
*Time:* Thursday 12:00-2:40 PM  
*Location:* IT 270, Informatics & Communications Technology Complex  
535 West Michigan Street, Indianapolis, IN 46202  
*First Class:* January 16, 2014  
*Website:* <https://oncourse.iu.edu/portal/site/SP14-IN-NEWM-N585-34179>

*Instructor:* C. Thomas Lewis, MFA (Film)  
*Office Hours:* Mon, 1:30-3:30, or by Appointment  
*Office:* IT 473  
535 West Michigan Street, Indianapolis, IN 46202  
*Phone:* (317) 278-3799 (Office)  
*Email:* [lewisct@iupui.edu](mailto:lewisct@iupui.edu)

*Prerequisites:* N253

**COURSE DESCRIPTION**

Integration of computer-generated imagery and digital effects technique for video production. Students learn techniques for creating digital effects, shooting video for effects, and the use of effects to aid in storytelling. Other topics covered include programming/scripting, shooting raw footage, effects, and media integration.

**EXTENDED COURSE DESCRIPTION**

This graduate section of the N357 course will instruct students in the basics of motion graphics, compositing and digital video effects. The course will make use of Adobe After Effects CS6 to give students a foundation in the tools of professional motion graphics. The course will also touch on design principles. Graduate students will be expected to complete a special project in addition to all the requirements of the undergraduate course.

**Required Texts:**

*Title:* Adobe After Effects CS6  
Classroom in a Book  
*ISBN:* 978-0-321-70449-8  
*Available at* [http://www.amazon.com/Adobe-After-Effects-Classroom-Book/dp/0321822439/ref=sr\\_1\\_1?s=books&ie=UTF8&qid=1375456643&s](http://www.amazon.com/Adobe-After-Effects-Classroom-Book/dp/0321822439/ref=sr_1_1?s=books&ie=UTF8&qid=1375456643&s)

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### **Course Outcomes:**

The learning objectives of this course include the following:

- To teach the basic methods and techniques of professional motion graphics
- To provide a strong design foundation as they relate to motion graphics
- To provide a comprehensive experience with the creation of a thoroughly conceived and designed graphics.
- To provide a basic understanding of the HD video signal, including a fluency in the terminology associated with HD video technology and production.

### **Core Competencies:**

The core competencies of this course include the following:

- An operational knowledge of the tools of motion graphics so students can express their creative vision in the medium of video.
- A first-hand experience of the requirements involved in the successful planning, designing and implementation of a complex motion graphics package.
- An understanding of what makes for effective communication with motion graphics.

### **Software used:**

Adobe After Effects

### **Class supplies:**

- External Fire Wire Hard Drive – 100-150 GB minimum
- Headphones (for editing in lab)

## **EXPECTATIONS, GUIDELINES, AND POLICIES**

### **Attendance:**

Attendance will be taken at the beginning of the class and possibly at the end. You are expected to be in your seat by the minute class starts. Three (3) absences will result in the lowering of your class grade by one letter grade. Any student absent for four (4) classes will fail the course. Reasons like medical concerns or a death in the family will be taken into consideration with proper documentation, otherwise there are no excused absences.

Two tardies or early departures count as an absence.

1-15 minutes late is a tardy, after 15 min it is an absence.

Leaving 15 minutes (or less) early is an early departure.

Leaving more than 15 minutes early it is an absence.

Any student arriving late/leaving early consistently without a valid reason will be docked a letter grade. If you miss a class, it becomes your responsibility to get any notes from a classmate.

### **Incomplete:**

The instructor may assign an Incomplete (I) grade only if at least 75% of the required coursework has been completed at passing quality and holding you to previously established time limits would result in unjust hardship to you. All unfinished work must be completed by the date set by the instructor. Left unchanged, an Incomplete automatically becomes an F after one year. <http://registrar.iupui.edu/incomp.html>

### **Deliverables:**

You are responsible for completing each deliverable (e.g., assignment, quiz) by its deadline and submitting it by the specified method. Deadlines will be presented in class and/or supplementary documents accessible through OnCourse. Should you miss a class, you are still responsible for completing the deliverable and for finding out what was covered in class, including any new or modified deliverable. In fairness to the instructor and students who completed their work on time, a grade on a deliverable shall be reduced 25%, if it is submitted late and a further 10% for each 24-hour period it is submitted after the deadline. Projects will not be accepted after one week following the deadline.

### **Exams/quizzes:**

- There will be regular quizzes the first half of the semester.
- Quizzes will commence at exactly 12:01 and usually end at 12:21.
- No make-ups for absences except for medical/death reasons.
- There will be no grade changes unless there is a proof of mathematical miscalculation.
- Facebook Quizzes. When a student is found to be using the Internet, email or texting during class, everyone will be required to take a “Facebook Quiz.” This quiz can include questions on any topic in the world. It is not limited to motion graphics questions. It will be worth 50 points.

### **Class Assignments:**

- The first half of the semester will require a full immersion into the 14 lessons of the textbook. Since this is a very technical class, this part of the course will expose students to a wide variety of features offered by the software and give them a technical foundation. Students are required to complete the lessons on their own time outside of class. During class there will be lectures, demonstrations, quizzes, in-class challenges, on-line tutorials and student tutorials. Students will also be required to complete several major assignments. Some of these assignments require video shooting/production. During the progress of most assignments there will be milestones that will need to be met.

- Lessons in the textbook will be assigned weekly. Students are expected to complete two lessons per week during the first half of the semester.
- Come prepared for a weekly quiz on the lessons. Quizzes can also include anything mentioned in class and anything pulled from readings.
- During the semester each student will be required to present a 12-15 minute After Effects tutorial on an assigned day.
- Projects include:
  - Pinball Wizard (animating bouncing ball)
  - Camera Rig Construction (creating a device for easy camera handling)
  - 3D cube (animating cube in 3D space)
  - Kinetic Text (animating text)
  - Two Shot basketball Composite (creating seamless visual effects)
  - Two shot composite of your own creation
  - Final Composite (visual effects scene)
- All video projects will be submitted through OnCourse as FLV files. The file name has to be last name\_project name.

**Participation:**

In addition to the tutorials all students are required to present in class, all students are expected to participate by asking and answering questions and actively discussing projects during lectures and critiques.

You earn 3 points toward your class participation grade for every class you attend. You will be docked 1 point for every tardy and 1 point for every early departure. Points missed for an absence will not be reinstated if the absence is excused.

**Graduate Requirement:**

Graduate students are required to complete a major project of their own devising. This project should demonstrate mastery of the material completed in class. It should also demonstrate research and mastery of visual effects techniques not covered in class. This project is expected to take 6-9 weeks to complete and be vetted beforehand with the instructor to insure that the project meets the expectations of the course.

**Grading Information:**

Ten-percent of your grade will be based on your class participation/attendance.

Twenty-percent of your grade will be your quiz and exam scores.

Fifty-percent of your grade will be from the major assignments.

Thirty-percent of your grade will be the graduate project.

## Principles of Undergraduate Learning (PULs)

Learning outcomes are assessed in the following areas:

- Oral presentation
- Writing skills
- Critical thinking
- Application of knowledge
- Intellectual depth, breadth
- Understanding of society and culture
- Values and ethics

Please visit <http://www.iport.iupui.edu/selfstudy/tl/puls/> to learn more.

### Grading Scale:

97-100	A +
93-96	A
90-92	A -
87-89	B +
83-86	B
80-82	B -
77-79	C+
73-76	C
70-72	C-
67-69	D+
63-66	D
60-62	D -

### Instructions for Checking out Equipment

- The Equipment Room is IT 259
- Do not wait until the last minute to reserve a camera.
- Equipment reservations must be made at least 24 hours in advance.
- Review the equipment check-out policies at:  
<http://soic.iupui.edu/technology/policies/equipment/>

Reserve available equipment at:

<https://soic.iupui.edu/app/support/reserve/equipment/?casticket=ST-840770-cpHBu4txyPW2nIXsI2rb-casprd02.uits.iu.edu>

### Accessing IT270 lab for after school hours

To get access to the IT270 after 9 pm weekdays or 6 pm weekends, you will need to print a request form from: <http://informatics.iupui.edu/technology/labs/>

Fill in the form, get my signature, and then submit the form to Mike. Once your Jagtag is scanned, you will be able to enter the lab after school hours.

## **MISSION STATEMENT**

The Mission of IUPUI is to provide for its constituents excellence in

- Teaching and Learning
- Research, Scholarship, and Creative Activity
- Civic Engagement

With each of these core activities characterized by

- Collaboration within and across disciplines and with the community
- A commitment to ensuring diversity, and
- Pursuit of best practices

IUPUI's mission is derived from and aligned with the principal components – Communities of Learning, Responsibilities of Excellence, Accountability and Best Practices – of Indiana University's Strategic Directions Charter.

## **STATEMENT OF VALUES**

IUPUI values the commitment of students to learning; of faculty to the highest standards of teaching, scholarship, and service; and of staff to the highest standards of service. IUPUI recognizes students as partners in learning. IUPUI values the opportunities afforded by its location in Indiana's capital city and is committed to serving the needs of its community. Thus, IUPUI students, faculty, and staff are involved in the community, both to provide educational programs and patient care and to apply learning to community needs through service. As a leader in fostering collaborative relationships, IUPUI values collegiality, cooperation, creativity, innovation, and entrepreneurship as well as honesty, integrity, and support for open inquiry and dissemination of findings. IUPUI is committed to the personal and professional development of its students, faculty, and staff and to continuous improvement of its programs and services.

## **CODE OF CONDUCT**

All students should aspire to the highest standards of academic integrity. Using another student's work on an assignment, cheating on a test, not quoting or citing references correctly, or any other form of dishonesty or plagiarism shall result in a grade of zero on the item and possibly an F in the course. Incidences of academic misconduct shall be referred to the Department Chair and repeated violations shall result in dismissal from the program.

All students are responsible for reading, understanding, and applying the *Code of Student Rights, Responsibilities and Conduct* and in particular the section on academic misconduct. Refer to *The Code > Responsibilities > Academic Misconduct* at <http://www.indiana.edu/~code/>. All students must also successfully complete the Indiana University Department of Education "How to Recognize Plagiarism" Tutorial and Test.

<https://www.indiana.edu/~istd> You must document the difference between your writing and that of others. Use quotation marks in addition to a citation, page number, and reference whenever writing someone else's words (e.g., following the *Publication Manual of the American Psychological Association*). To detect plagiarism instructors apply a range of methods, including Turnitin.com. <http://www.ulib.iupui.edu/libinfo/turnitin>

### **Academic Misconduct:**

1. **Cheating:** Cheating is considered to be an attempt to use or provide unauthorized assistance, materials, information, or study aids in any form and in any academic exercise or environment.
  - a. A student must not use external assistance on any "in-class" or "take-home" examination, unless the instructor specifically has authorized external assistance. This prohibition includes, but is not limited to, the use of tutors, books, notes, calculators, computers, and wireless communication devices.
  - b. A student must not use another person as a substitute in the taking of an examination or quiz, nor allow other persons to conduct research or to prepare work, without advanced authorization from the instructor to whom the work is being submitted.
  - c. A student must not use materials from a commercial term paper company, files of papers prepared by other persons, or submit documents found on the Internet.
  - d. A student must not collaborate with other persons on a particular project and submit a copy of a written report that is represented explicitly or implicitly as the student's individual work.
  - e. A student must not use any unauthorized assistance in a laboratory, at a computer terminal, or on fieldwork.
  - f. A student must not steal examinations or other course materials, including but not limited to, physical copies and photographic or electronic images.
  - g. A student must not submit substantial portions of the same academic work for credit or honors more than once without permission of the instructor or program to whom the work is being submitted.
  - h. A student must not, without authorization, alter a grade or score in any way, nor alter answers on a returned exam or assignment for credit.
2. **Fabrication:** A student must not falsify or invent any information or data in an academic exercise including, but not limited to, records or reports, laboratory results, and citation to the sources of information.
3. **Plagiarism:** Plagiarism is defined as presenting someone else's work, including the work of other students, as one's own. Any ideas or materials taken from another source for either written or oral use must be fully acknowledged, unless the information is common knowledge. What is considered "common knowledge" may differ from course to course.
  - a. A student must not adopt or reproduce ideas, opinions, theories, formulas, graphics, or pictures of another person without acknowledgment.

- b. A student must give credit to the originality of others and acknowledge indebtedness whenever:
  1. directly quoting another person's actual words, whether oral or written;
  2. using another person's ideas, opinions, or theories;
  3. paraphrasing the words, ideas, opinions, or theories of others, whether oral or written;
  4. borrowing facts, statistics, or illustrative material; or
  5. offering materials assembled or collected by others in the form of projects or collections without acknowledgment
4. **Interference:** A student must not steal, change, destroy, or impede another student's work, nor should the student unjustly attempt, through a bribe, a promise of favors or threats, to affect any student's grade or the evaluation of academic performance. Impeding another student's work includes, but is not limited to, the theft, defacement, or mutilation of resources so as to deprive others of the information they contain.
5. **Violation of Course Rules:** A student must not violate course rules established by a department, the course syllabus, verbal or written instructions, or the course materials that are rationally related to the content of the course or to the enhancement of the learning process in the course.
6. **Facilitating Academic Dishonesty:** A student must not intentionally or knowingly help or attempt to help another student to commit an act of academic misconduct, nor allow another student to use his or her work or resources to commit an act of misconduct.

## OTHER POLICIES

1. **IUPUI course policies:** A number of campus policies governing IUPUI courses may be found at the following link: [http://registrar.iupui.edu/course\\_policies.html](http://registrar.iupui.edu/course_policies.html)
2. **Classroom civility:** To maintain an effective and inclusive learning environment, it is important to be an attentive and respectful participant in lectures, discussions, group work, and other classroom exercises. Thus, unnecessary disruptions should be avoided, such as ringing cell phones engagement in private conversations and other unrelated activities. Texting, surfing the Internet, and posting to Facebook or Twitter during class are generally not permitted. IUPUI nurtures and promotes "a campus climate that seeks, values, and cultivates diversity in all of its forms and that provides conditions necessary for all campus community members to feel welcomed, supported, included, and valued" (IUPUI Strategic Initiative 9). IUPUI prohibits "discrimination against anyone for reasons of race, color, religion, national origin, sex, sexual orientation, marital status, age, disability, or [veteran] status" (Office of Equal Opportunity). Profanity or derogatory comments about the instructor, fellow students, invited speakers or other classroom visitors, or any members of the campus community shall not be tolerated. A violation of this rule shall result in a warning and, if the offense continues, possible disciplinary action.
3. **Bringing children to class:** To ensure an effective learning environment, children are

not permitted to attend class with their parents, guardians, or childcare providers.

4. **Disabilities Policy:** In compliance with the Americans with Disabilities Act (ADA), all qualified students enrolled in this course are entitled to reasonable accommodations. Please notify the instructor during the first week of class of accommodations needed for the course. Students requiring accommodations because of a disability must register with Adaptive Educational Services (AES) and complete the appropriate AES-issued before receiving accommodations. The AES office is located at UC 100, Taylor Hall (Email: [aes@iupui.edu](mailto:aes@iupui.edu), Tel. 317 274-3241). Visit <http://aes.iupui.edu> for more information.
5. **Administrative Withdrawal:** A basic requirement of this course is that students participate in all class discussions and conscientiously complete all required course activities and/or assignments. If a student is unable to attend, participate in, or complete an assignment on time, it is the student's responsibility to inform the instructor. If a student misses more than half of the required activities within the first 25% of the course without contacting the instructor, the student may be administratively withdrawn from this course. Example: Our course meets once per week; thus if you miss more than two classes in the first four weeks, you may be withdrawn. Administrative withdrawal may have academic, financial, and financial aid implications. Administrative withdrawal will take place after the full refund period, and a student who has been administratively withdrawn from a course is ineligible for a tuition refund. Contact the instructor with questions concerning administrative withdrawal.