

# CST395: After Effects Spring 2019

Syllabus  
Online Course

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## INSTRUCTIONAL GOALS

CST395:After Effects, is an introduction to motion graphics, animation, and video effects produced in the Adobe Suite. Course assignments will include use of related programs, including Premiere, Illustrator, and Photoshop. While students are expected to bring experience in those programs to the class, needed techniques will be demonstrated. Students will complete assignments covering the creation, acquisition, editing and production of a variety of video products for web, game, and video design. Students will work individually as well as in

collaborative cohorts, modeling client and designer interaction to produce real-world media solutions.

## COURSE OUTCOMES

Capture, edit and effectively use digital media, including images, audio, text, and video, employing a variety of sources and formats. Create and effectively use basic 2-dimensional animation. Make appropriate choices concerning the trade-off of file size versus quality in digital media. Identify a target audience and goals for media and multimedia projects. Understand and apply copyright principles. Design screen-based digital layouts applying the principles of proximity, alignment, repetition, and contrast, (P.A.R.C.) using text design strategies. Apply an iterative design process to the creation of both static and multimedia projects.

Work created will include tools such as Adobe Premiere, Adobe Illustrator, Adobe Audition (or open source and awesome Audacity), as well as After Effects. You will create motion text/titles, motion graphics, simple character animation, video special effects, and color grading.

Tutorials will attempt to include provided video whenever possible, but students may be asked to collect video for tutorials. Projects involving video content will expect students to collect their own video.

Note: I reserve the right to make changes to the syllabus, grading criteria, or assignments; in addition, students will receive notification of any changes made via Instructure.

Also, I often use examples from the course for the the following semester. If you do “not” want me to use your project as possible examples please let me know. If you do not notify me I will consider that you approve my possible use of your assignment/assignments.

## NEEDS AND RESOURCES

### Recommended Background

**To successfully complete this course the following skills are expected:**

- You can operate a Macintosh or Windows computer with enough confidence to learn new software.
- You are able to run programs, create and save files, create folder structures and can navigate the file system.
- You can use Microsoft Word, Excel and PowerPoint or their equivalents to create, edit and save documents.
- You can use CSUMB’s enterprise Gmail systems, Gmail to send and receive messages to individuals and groups. Google Drive, YouTube, Calendar, etc.
- You can archive files into a compressed and decompress files using Macs or Windows.

- You can use some basic features of Adobe Photoshop or its equivalent.
- You can locate information using an Internet browser such as Chrome, Safari, or Firefox.
- If you need help in any of these areas please set up a meeting with the [CLC](#)

## Required Materials

- [The Non-designer's Web Design Book, Second Edition by Robin Williams – Digital copy available in class](#)
- Earbuds, or headphones to bring to class with you for in-class Lab sessions\*\*\*
- Either a video camera or a mobile phone with video recording capacity. Some sort of tripod or other foundation will be helpful as well.

## Recommended Materials

### Online Resources

- Additional online resources are located within the iLearn course website.

## Tools Used in Course

- Adobe Photoshop CC for digital images and design layout
- Adobe Illustrator CC for typography
- Adobe Premiere CC for video editing
- Adobe After Effects CC for motion graphics and special effects
- LucidCharts Free for Google Docs
- Camtasia for screen capture, editing, and tutorial creation
- Word/Excel/ and/or Google/Docs/Sheets/ for text, spreadsheets
- CSUMB Google Drive for file management
- CSUMB YouTube channel for sharing videos

## Course Schedule

Online. There will usually be an online office hour Tuesday nights from 6-7 pm. Course materials for each week will be posted on Mondays, with all assignments for the week due by the following Sunday at Midnight.

This course is organized to help you learn a set of design principles and software tools related to both static and interactive media/multimedia on Macintosh and Windows computers. There are both theoretical and hands on activities.

Information each week will be in the form of recorded lectures and demonstrations. It is recommended that you take notes, as well as compile a spreadsheet of links to useful tutorials.

There will be individual and collaborative activities. The labs are designed to help facilitate your learning of specific skills. A lab activity is generally due the day it is assigned but always check the due date posted online. You may not be able to complete your lab work during lab time in class. You are expected to complete the labs using campus computer labs or your own computer. This may mean coming to campus on non-class days, nights or weekends to complete your work.

As the course progresses, assignments and techniques become more demanding in terms of computer resources. You will do well to use some of the more powerful PC machines in 105 or Apple machines in 118. This is because rendering time for motion compositions can be significant, and you will be testing work throughout labs and projects.

***Note: No late labs done in class will be accepted past posted due dates.***

## Communication

Please use and check iLearn announcements about course content information. Check your email often for messages from your instructor and/or lab assistant. Your CSUMB gmail account is the official form of communication on campus. If you use another email system, be sure to have your email forwarded. Confidential email is welcome at any time and your instructor will make every effort to answer within 48 hours.

How to complete this course successfully: Come to lectures. Take notes and ask questions. Consult the course schedule in Instructure for the readings, the assignments and due dates. Ask questions - in lab, in the Course Question forum in Instructure, and at office hours. Complete each lab and assignment on time and turn it in. Look for a critique, feedback and a grade for your assignments. ***NOTE: It is your responsibility to make sure your grade is correct.***

# POLICIES AND PROCEDURES

## General Rules

- Students are expected to log into iLearn regularly.
- All students are expected to attend office hours for a minimum total of two hours with minimum 15 minute increments. These can be during normally scheduled weekly office hours, by appointment through Zoom, or by appointment on campus.
- Students are expected to "Read" the instructions and refer to assignment rubrics.
- Students are expected to submit assignments and take quizzes on time.
- Assignments are set up with a due date and then one week later a cut-off date after which no submissions are accepted. You have that one week to submit late losing 20% of the grade. If you submit on time, you have that same remaining week to improve your

grade if you would like to re-submit your work with improvements. You must contact me if you wish to re-submit and better your grade.

- Timely communication – any questions, concerns, or problems should be communicated as early as possible so they can be resolved.
- Patience – Expect your assignments to be returned within 2 weeks of the due date. I will communicate if there are any issues.
- Attendance – Your attendance is essential to learning and development.
- Responses – When students post to the *Ask Your Instructor forum* (the preferred mode of communication), expect a response within 48 hours (later if during the weekend or on a holiday). This means that last minute questions are not likely to be responded to—plan accordingly. Students should only email instructors with “Personal” issues, post all course related questions to the forum. When students leave a voicemail on my office phone, they should expect a response within one week.
- Flexibility – As the class progresses, I reserve the right to make changes to due dates, and assignments.

## Grading Policies

All students will receive a letter grade A, A-, B+, B, B-, C+, C, C-, D, or F. Pass/no pass or credit/no credit options are generally NOT available for this class. Three (3) unexcused absences results in loss of Participation grade. A reduction of 10% of your overall grade equals one letter grade.

The final grade is based on:

**25%** Weekly Assignments and Lab Activities

**20%** Major Projects (there are three)

**20%** Mini Projects

**15%** Tests and Quizzes

**5%** Participation (This is interacting with peers in class forums)

**10%** Attendance (this is mainly the office hour requirement)

Grades of incomplete (I) will in general not be given. The only exception is when the student has completed at least 90% of the semester’s work and there is an unplanned emergency. If students wish to take the course for Credit/No Credit (CR/NC), they must complete the request form during the first two weeks of the semester. The instructor will not grant CR/NC requests unless the student is assessing the course or is not a Design Track SCD major. Final grades will be computed on work completed by the end of the semester. Students are encouraged keep track of their own grades and should keep copies of all work turned in.

## Grading Scale

A	93 - 100
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A-	90 - 92.9
B+	87-89.9
B	83 - 86.9
B-	80 - 82.9
C+	76 - 79.9
C	70 - 75.9
C-	68 - 69.9
D	60 - 67.9
F	0 - 59.9

**A letter grade below a C requires the course to be retaken.**

## Academic Honesty

Academic honesty is highly valued at CSUMB. Students must always submit work that represents their original words, ideas, and design. If any work used in a class, online posting, or assignment submission does not represent that student's original words, ideas, or design, all relevant sources must be cited and, when appropriate, permission to use the work must be obtained. It must also be made clear the extent to which such sources were used. Words, ideas, and designs that require citation and permission include, but are not limited to, all hard copy or electronic publications, whether copyrighted or not, and all verbal or visual communication when the content of such communication clearly originates from an identifiable source. Some courses and assignments promote the publishing of individuals work for the purpose of critique and/or comment by others. This should not be construed as an open invitation to use any part of that published work, whether it is in the form of text, language, ideas, or design format. If, in fact, a student wishes to borrow or use anything from another student's efforts, it should be treated as any other resource, i.e. prior permission must be received. Within our College, plagiarism and other forms of academic dishonesty are not tolerated. Students found by faculty to have breached the academic integrity policy in any assignment will, at minimum, fail the class. This breach will be reported to the college administration. Please see the CSUMB Catalog for more information about academic honesty, including consequences of academic dishonesty:

<https://csumb.edu/policy/academic-integrity-policy>

## Americans with Disabilities Act

Students with disabilities who require accommodations such as time extensions or alternate media/format must present verification from Student Disability Resources as soon as possible.

Please schedule an appointment to discuss specifics with me. If you think a disability may impact your performance in this class, meet with SDR professional staff in the Personal Growth and Counseling Centers Building (#80) or call 582-3672 and make an appointment.

Center for Student Success (CSS) CSUMB works to make sure that all students are succeeding in their courses. To ensure that this takes place, if you are falling behind or are missing too many class sessions, I strongly encourage you to schedule an appointment with the Center for Student Success to create an Academic Success Plan and get back on track. The CSS offers services such as one-on-one support, peer mentoring, and study skills workshops. CSS is located in the Library, 3rd Floor, Suite 3180 Phone number: (831) 582-3615.

## The Cooperative Learning Center, (CLC)

CLC is a campus-wide tutoring program, is open to all students and offers peer tutoring services and workshops. It seeks to provide high-quality learning assistance in computer technology, math, science, writing, languages and study strategies aimed at enhancing learning needs at all ability levels. CLC works with students to expand their knowledge and abilities by empowering them to become independent learners. CLC tutors, staff, and faculty work together to design and offer effective, collaborative, and active learning experiences. We provide tutors with the opportunity to develop teaching, leadership, and communication skills.

CLC is located in the Library, 2nd floor, Suite 2125, Phone number: (831) 582-4104.

## List of Important Dates

[Spring 2019 Important Academic Dates](#)

## Adds and Drops Policy and Forms

[Use this link to review details on the university's policy and access forms](#)

# CONTACT INFORMATION

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Office Hours by appointment