

Digital Effects & Compositing FAV-5131-01

Rhode Island School of Design, Spring 2016, 20WP 021B

Thursday 1:10-6:10 PM

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This course explores the creative use of compositing and special effects for motion graphics. Your primary focus in the class is on creative artistic production.

Students will gain a working knowledge of Adobe After Effects, as well as other techniques for creating motion graphics for broadcast, film, online and art installations.

Artistic topics include ubiquitous and mobile media, manipulation vs original, intervention, forgery, digital vs analog, reality as a fake digital effect, remix vs original, and generative creation. Issues of context and presentation will also be covered.

Digital concepts include timelines, layers, alpha channels, keyframing, interpolation, motion tracking, color space, nesting, looping, cycling, and 3D.

Tools used include After Effects, Final Cut, Illustrator and Photoshop, and optionally analog tools such as optical, in-camera, rear projection, models, and matte painting will be discussed.

Attendance is mandatory. If you miss more than 2 classes you will not pass the course. Unexcused lateness to class (over 20 minutes) counts as an absence.

Grades: Your grade in this class will be based on your ability to assimilate the course materials, complete weekly assignments, and produce carefully considered artworks.

Evaluations are determined by the following criteria: Constant willingness to be ambitious and take risks, regular participation in group critiques, consistent effort and work ethic, meeting deadlines, and attendance. Late assignments will be graded as a zero. Attendance is mandatory. Deadlines must be met. Come to every class on time and be prepared to take notes.

Tolerance and Academic Integrity: All participants are expected to treat one another in a respectful manner. The work produced for this class should also reflect that respect. Additionally, treat the studios with care and credit all source material properly.

No texting, no cell phones in class.

Artists to look at:

Ernie Kovacs <http://www.youtube.com/results?q=ernie+kovacs>

Rap News <http://thejuicemedia.com/>

Cyriak <http://www.youtube.com/user/cyriak>

Monty Python / Terry Gilliam

Christian Marclay, specifically "Telephones" 1995; "Quartet"

Charlie Rose by Samuel Becket <http://www.youtube.com/watch?v=LFE2CCfAP1o>

The Making of "HBO City" <http://www.youtube.com/watch?v=55Q7jLIXVn4>

David Byrne David <http://www.youtube.com/watch?v=dE-mxVxFXLg>

Royal Wedding, 1956, Fred Astair <http://www.youtube.com/watch?v=i0g3g6AvLtM>

Recommended reading:

Ways of Seeing, John Berger

theonion.com

Creating Motion Graphics with After Effects, 5th Edition, Fifth Edition: Essential and Advanced Techniques

http://www.amazon.com/Creating-Motion-Graphics-After-Effects/dp/0240814150/ref=sr_1_1?ie=U

TF8&qid=1295411050&sr=8-1

The technique of special effects cinematography, by Raymond Fielding <http://www.amazon.com/Techniques-Special-Effects-Cinematography-Communication/dp/0240512340>

Requirements:

Create YouTube playlist named FAV-5131, and email the playlist url to bk@briankane.net

Assignments should be uploaded to YouTube before the start of each class. Tag your videos FAV-5131, and include the assignment name in the title.

Get a notebook for this class, keep notes, drawings, ideas.

Week 1 Feb 18

Topic: History of special effects: Analog

In camera effects, glass shots, smoke and mirrors, model making, matt shots, compositing

Week 2 Feb 25

Topic: Digital core concepts, getting comfortable

After effects: Photoshop plus time, layering, color space, raster vs vector, basic keyframing, text

Week 3 Mar 3

Topic: Comps, layering and workflow

Week 4 Mar 10

Topic: Filters

Week 5 Mar 17

Topics: Simulation and recreation, matting, green screen / live compositing

Week 6 Mar 24

Topics: Generative video, expressions, particles

Mar 31 - No Class

Week 7 Apr 7

Topic: 3d space (real 3d, 2.5d, 3d in after effects)

Week 8 Apr 14

Topic: Sprite animation

Week 9 Apr 21

Topic: Chance and collaboration

Week 10 April 28

Topic: Motion tracking and rotoscoping

Week 11 May 5

Topic: Multiscreen, non-standard formats, projection mapping and installation

Week 12 May 12

Topic: Putting it all together

Week 13 May 19

Final Crit