



Media Computer Graphics - C0357 Fañomnåkan 2025

Meeting Place: EC 209

Day: Tue. & Th. 2 – 3:20 PM

Instructor: Dr. Raymond Anderson

Office: EC Office 213D

e-mail: rdanderson@triton.uog.edu

Phone Text: [REDACTED]

Office Hours: Tues. 11-1, Wed. 4 -5, Thurs. 11-1 & 4 -5 or by appointment

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Required Text: Meyer, T & C. *After Effects Apprentice: Real World Skills for the Aspiring Motion Graphics Artist* Fourth Edition (2016). Focal Press

COURSE DESCRIPTION

This course introduces students to advanced elements of motion graphic design and digital manipulation for effective visual special effects used in TV and films. Students learn how to create meaningful movie trailers, action scenes with special effects and motion graphic openings for video News formats. The class is complementary to all upper division promotional and video production classes, including C0327 Advertising in Mass Media, C0336 Broadcast Journalism, C0328 Independent Narrative Filmmaking and C0426 Documentary Process. Prerequisite: C0236, Broadcast Production.

LEARNING OUTCOMES

Course Student Learning Outcomes	Program Learning Outcomes	Institutional Learning Outcomes	Assessment
Design several motion graphics elements within projects that achieves specific requirements for animation, font choice and visual communication.	Apply basic logic, reasoning, ethics and interpretation in producing and consuming messages	Mastery of critical thinking and problem solving	Quizzes, exams, exercises, and projects.
Create written and oral pitches for projects as part of a pre-production process. Evaluate and present oral critiques of fellow student productions.	Construct and express a cohesive idea across multiple platforms, drawn from multiple sources of information that arrives at a rational conclusion expressing a defensible point of view.	Effective oral and written communication	Pitches, critiques, exercises, and projects.

Produce a variety of projects that demonstrate basic skills in graphic and image manipulation, including a special effects short film, a twisted trailer, and a TV news or news magazine opening vignette.	Utilize contemporary and understand developing communication technologies	Responsible use of knowledge, natural resources, and technology	Projects.
Develop motion graphics visual literacy in assessing professional work and in developing final projects.	Articulate the theories of perception, interaction, and the creation of shared meaning in individual, group, intercultural, mass, and digital communication settings.	An appreciation of the arts and sciences	Exercises and projects.

METHODS OF INSTRUCTION

This is a lab-oriented class with some lecture time. However, for most of the semester we will be working on in class lessons to become familiar with the Adobe After Effects program and its potential.

READING ASSIGNMENTS

The reading for this class is linked to the lesson or hands-on activity that will be carried out in relation to After Effects. It is helpful to briefly review it before class time to get a sense of what might be covered.

GRADING POLICY

For this course, the grading for activities and assignments is listed in the following table. This course is worth 1,000 points.

Graded Activities and Assignments

Activity	Assignment Points
1. Attendance	100
2. Exercises (Two individual and one group inside/outside of class work).	120
3. Twisted Trailer – Individual Work	150
4. Fight, Flight, and Fright Special Effects Piece	220
5. TV programming Motion Graphics Opening Compilation	200
6. 3 Quizzes	60
7. Mid Term Exam	150
TOTAL	1000

All grades are based on:

A+ 100-98, **A** 97 - 93, **A-** 92 - 90; **B+** 89- 87, **B** 86 - 83, **B-** 82 - 80;

C+ 79 - 77, **C** 76 – 70, **D** 69- 60; **F** = <60%.

W: Withdrawal assigned by Registrar – student stopped attending class and submits/files required documents.

UW: Unofficial withdrawal assigned by Registrar – student stopped attending classes and did not submit/file the required documents.

For GPA purposes, a UW is regarded as an “F” grade and impact financial aid!

CLASSROOM BEHAVIOR POLICIES

You will respect everyone’s opinions and ideas no matter how different from your own. Lack of respect toward classmates will not be tolerated.

Since we will be **Online**, login with your computer microphone available but muted. I like to ask questions and have interaction so you will want to be paying attention. If you consistently fail to respond during class sessions it will impact your attendance score.

ATTENDANCE POLICY

Students are expected to be prepared and participate in every class. The quality of discussions is dependent on each student having some familiarity with material discussed. Absences can destroy the cumulative structure of the course even if individual students have missed relatively few classes.

Two (2) total (excused/unexcused) absences are allowed. Additional absences must be explained in writing with appropriate documentation or will result in a lowering of your grade by 20 points per absence beyond the allowed absences. **Regular absences beyond the given 2 will result in significant loss of the attendance points Anyone missing more than 10 classes may receive a Failing grade for the class. Note:** two late attendances will be equivalent to one absence. In case of illness or a death in the family, please notify me before class and as soon as possible. **This is your responsibility.** Under some circumstances, I reserve the right to not mark a person absent.

If you plan to Withdraw, please ensure to do so officially and timely with the correct forms, otherwise you will receive an F or worse a UW.

PLAGIARISM

The UOG Student Handbook prohibits plagiarism. In this class, evidence of plagiarism in any assignment will result in a significantly lowered grade for the assignment on the first occurrence; a second occurrence of plagiarism will result in an F grade for the assignment and the third time will result in an F grade for the whole course, and possibly a hearing at the Student Discipline Committee. Review handout on how to avoid plagiarism.

ARTIFICIAL INTELLIGENCE USE

The use of Artificial Intelligence (AI) as a research tool is allowed, but it must not replace the student's original ideas, creativity, and critical thinking. AI should be used only as a tool to assist in research, and proper attribution must be given to any AI-generated content. All

work submitted for grading must be the sole product of the student's endeavors. Any violation of academic integrity will be dealt with accordingly.

SPECIFIC EXPECTATIONS

- 1) **Exercises: 3 Sets (Individual)** There will be at least 3 exercises to build on class lessons and to individually practice techniques before more involved projects. Some of this will be completed during class time.
- 2) **Twisted Trailer: (Individual)** You will take a **well-known** film and “twist” the genre and meaning. This should be no shorter than 1 minute 30 seconds and no longer than 2 minutes.
- 3) **Special FX Fight, Flight and Fright Scene: (Group)** As teams, you will design and shoot footage for a few signature special effects that will include ideas from the Video Copilot website. This scene should be no longer than 5 minutes and no shorter than 3 minutes.
- 4) **UOG News Motion Graphic Program Opening: (Group)** A final project that utilizes most of the skills worked on throughout the semester in designing two opening title pieces for either the *Tide* or *Triton TV News* using motion graphics, 3D work and tracking.

LATE WORK

Late work is accepted but it will receive a reduction penalty of **5%** (up to one day late); **10 - 20 %** for later work. **I will not accept work that is over two weeks late.**

DISABILITY SUPPORT SERVICES ACCOMMODATION

For individuals covered under the ADA (Americans with Disabilities Act), if you are a **student** with a disability requiring academic accommodation(s), please contact the Student Counseling and Advising Service Disability Support Services Office to discuss your confidential request. A Faculty Notification letter from the Disability Support Services/Student Counseling and Advising Service Accommodation counselor will be provided to me. To register for academic accommodations, please contact or visit Sallie S. Sablan, DSS counselor in the School of Education, office110, disabilitysupport@triton.uog.edu or telephone/TDD 671-735-2460.

COMMUNICATION POLICY

University policy states that official communications will be sent using university assigned (@gotriton or @triton) email addresses. University electronic mail and messaging is to be used to enhance and facilitate teaching, learning, scholarly research, support academic experiences, and to facilitate the effective business and administrative processes of the University (OIT policy manual, 3.10, p. 36).

FACULTY EVALUATION

The student course and faculty evaluations for courses will be administered at the completion of the semester within College Net. Student participation is essential and appreciated. Student responses are anonymous and cannot be traced back to individual students. You will need your Web Advisor login credentials to complete the evaluation. If you experience login issues, please refer inquiries to OIT staff to assist at 735-2630/40.

COURSE OUTLINE/DAILY SCHEDULE

Instructor reserves the right to make changes to the schedule or make adjustments to meet important needs as deemed necessary or reasonable. Any changes will be announced in class and students who are absent are responsible to become informed of such changes.

Week	Date	Topic	Reading	Assignment/Quizzes
1	1/23	Overview of course and first look at After Effects	Syllabus	Look over Pre-Roll chapter
2	1/28 1/30	Fundamentals of After Effects Fundamentals of After Effects and Editing Layers	Lesson 1	
3	2/4 2/6	Editing Layers & Effects in AE Layers Editing Layers & Effects in AE Layers. Exploration of Transparencies	Lesson 3	Exercise 1 assigned
4	2/11 2/13	Formalism, and Russian Montage concepts. Discuss Twisted Trailer Project Exploration of Transparencies, 2.5 D and manipulating virtual cameras	Lesson 4 Lesson 8	Twisted Trailer assigned Quiz 1 Review available
5	2/18 2/20	Transparencies, 2.5 D and manipulating virtual cameras Quiz 1 online opens Transparencies completed		Quiz 1 online opens
6	2/25 2/27	Text and text animators Slam downs Pitch your Twisted Trailer idea	Lessons 5 & 2 for Slam down (pages 66 – 69)	Quiz 2 Review available Pitch your TT idea
7	3/4 3/6	Text wiggles and multiple selectors Charter Day. No Class	Lesson 5	
8	3/11 3/13	Finish outstanding text. Flowing text and 3D elements Exercise 1 Review / Critique		Exercise 1 Due
9	3/17-22	Spring Break		

10	3/25	Anchor point and Graph editor	Lessons 2	Fight, Flight & Fright Project, and Exercise 2 assigned.
	3/27	Graph editor and Parenting		
11	4/1	Parenting & Nesting	Lessons 6	
	4/3	Quiz 2 online opens Parenting/Nesting		Quiz 2 online
12	4/8	Mid Term online		P. Ray away at conference this week
	4/10	Time to work on twisted trailers and Exercise 2a		
13	4/15	View Twisted Trailers		Twisted Trailer Due
	4/17	View Exercise 2a Expressions	Lesson 7	
14	4/22	Expressions and puppet tool	Lesson 10	Exercise 3 & Final Motion Graphic Project assigned
	4/24	Rotoscoping Time to work on 2b.		Exercise 2b due Friday at 11:30pm by email
15	4/29	Screen replacement and tracking	Lesson 9	
	5/1	Complete tracking. Shape Layers.	Lesson 11	Early bird Fight, Flight, and Fright project due Submit 2b by Monday
16	5/6	Finish shape layers. Time to work on Exercise 3 in class.	Lesson 11	Quiz 3 Review available
	5/8	Brief exposure to <i>Davinci Fusion</i> . Time to work on Exercise 3 in class		Exercise 3 Due on Friday
17	5/13	Continue exposure to <i>Davinci Fusion</i> . Time to work on final Project		
	5/15	Quiz 3 online Time to work on final Project Time for Professor Evaluation		Quiz 3 online
18	5/20	View and Critique Final Projects during Exam time and F, F, F		Final Projects Due