



Western Technical College

10206112 Compositing and Video Effects

Course Outcome Summary

Course Information

Description	Video sweetening and effects work is one way to get a video project to the next level. In this course students will use the Adobe Creative Cloud suite of programs to create videos and scenes that would otherwise be unimaginable. 3D graphics and effects will be covered, as will advanced masking, rotoscoping, matte painting, motion tracking and effects generation. Students will also learn about the integration of 3rd party software (like CINEMA 4d) with Adobe programs. The use of software plugins will be discussed and practiced, and students will be exposed to resources that can help them develop skills beyond the scope of the class.
Career Cluster	Arts, A/V Technology and Communications
Instructional Level	Associate Degree Courses
Total Credits	3
Total Hours	72

Pre/Corequisites

Prerequisite 10206110 Intro to Media Production

Textbooks

No textbook required.

Success Abilities

1. Cultivate Passion: Enhance Personal Connections
2. Cultivate Passion: Expand a Growth-Mindset
3. Cultivate Passion: Increase Self-Awareness
4. Live Responsibly: Develop Resilience
5. Live Responsibly: Foster Accountability
6. Refine Professionalism: Act Ethically

7. Refine Professionalism: Improve Critical Thinking
8. Refine Professionalism: Participate Collaboratively
9. Refine Professionalism: Practice Effective Communication

Program Outcomes

1. Apply the principles of design and storytelling to develop media products and services.
2. Demonstrate proficiency in the use of media software, tools, and technology.
3. Implement creative solutions from concept through completion.
4. Communicate creative rationale in formal and informal settings.
5. Implement project management skills to meet customer and market demands.
6. Apply effective and ethical business practices.

Course Competencies

1. Manipulate visual effects applied to graphics and video.

Assessment Strategies

- 1.1. Project

Criteria

You will know you are successful when

- 1.1. you create a composite from several layers of video.
- 1.2. you create masks and track them.
- 1.3. you add realism through the use of effects.
- 1.4. you use color correction to match foreground and background.
- 1.5. you use opacity to blend effects over video.

Learning Objectives

- 1.a. Use key frame editing.
- 1.b. Import various assets.
- 1.c. Create compositions with different aspect ratios.
- 1.d. Create motion paths.
- 1.e. Add special effects and track motion of objects on screen.
- 1.f. Explore different tutorials to create complex animations.
- 1.g. Create a composite from several layers of video.

2. Explore third-party templates and plug-ins for use in projects.

Assessment Strategies

- 2.1. Project

Criteria

You will know you are successful when

- 2.1. you explore templates available for purchase.
- 2.2. you evaluate the capabilities of templates and plugins.
- 2.3. you determine if template / plugin is needed to create desired effect.
- 2.4. you evaluate cost to benefit for use.

Learning Objectives

- 2.a. Identify templates available for purchase.
- 2.b. Evaluate the capabilities of templates and plugins.
- 2.c. Determine if template / plugin is needed to create desired effect.
- 2.d. Evaluate cost to benefit for use.

3. Integrate media assets, design concepts, and softwares.

Assessment Strategies

3.1. Project

Criteria

You will know you are successful when

- 3.1. you integrate materials with various aspect ratios into a composition.
- 3.2. you shade effects to add realism.
- 3.3. you incorporate special effects into video.
- 3.4. you apply a visual effect based on a tutorial.
- 3.5. you teach others how to create the visual effect.

Learning Objectives

- 3.a. Add special effects to video.
- 3.b. Incorporate motion video with still images.
- 3.c. Add lighting effects.
- 3.d. Perform shading.
- 3.e. Explore software plugins.

4. Create quality video to be used with media effects.

Assessment Strategies

4.1. Project

Criteria

You will know you are successful when

- 4.1. you separate an image into layers.
- 4.2. you add realism to photographs using motion.
- 4.3. you apply animation effects to still images.
- 4.4. you create a video using still photographs with motion.

Learning Objectives

- 4.a. Create a composite from several layers of video.
- 4.b. Track motion of main subject throughout sequence and apply effects.
- 4.c. Separate a still photo into foreground, middle ground, and background.
- 4.d. Apply subtle movements to individual layers.
- 4.e. Understand 3D space.

5. Animate composite images.

Assessment Strategies

5.1. Project

Criteria

You will know you are successful when

- 5.1. you apply the puppet tool to add motion to an aspect of a still image.
- 5.2. you use Easy Ease to make movement more natural.

Learning Objectives

- 5.a. Separate a still photo into foreground, middle ground, and background.
- 5.b. Apply subtle movements to individual layers.
- 5.c. Mask areas to create realism.
- 5.d. Evaluate the quality of the effects of your project.

6. Apply 3-D transitions with effects and media assets.

Assessment Strategies

6.1. Project

Criteria

You will know you are successful when

- 6.1. you create a video pac for a live video production.

- 6.2. you incorporate pac into live video production using 3D transitions.
- 6.3. you add a layer of graphics over video pacs and talent.
- 6.4. you apply different frame buffers within a live video production.

Learning Objectives

- 6.a. Apply lighting and shadow.
- 6.b. Explore light reflectivity to add realism.
- 6.c. Incorporate green screen special effects.
- 6.d. Apply color grading.
- 6.e. Sync sound and visual images.

7. Assess project completion rationale.

Assessment Strategies

- 7.1. Project

Criteria

- 7.1. you identify goal for project.
- 7.2. you establish the deadline for the project.
- 7.3. you create a pre-production plan.
- 7.4. you manage time to complete project requirements in plan.
- 7.5. you evaluate the components of the project.
- 7.6. you revise the components based on feedback, time, and alignment with goal.

Learning Objectives

- 7.a. Determine end goal.
- 7.b. Identify project scope and focus.
- 7.c. Self assess each component of the composition.
- 7.d. Evaluate the quality of the effects.
- 7.e. Revise project based on quality and feedback.
- 7.f. Determine if final project meets anticipated end goal.

8. Analyze professional level work.

Assessment Strategies

- 8.1. Reflection

Criteria

You will know you are successful when

- 8.1. you assess quality of a project (personal, peer, or professional) based on project goal.
- 8.2. you seek feedback from others.
- 8.3. you give feedback to others.
- 8.4. you apply feedback to project based on time constraints.
- 8.5. you determine time constraints for potential revisions.

Learning Objectives

- 8.a. Critique your own project.
- 8.b. Critique work of professionals from the industry.
- 8.c. Critique a peer's project.
- 8.d. Provide feedback based on industry standards of quality.
- 8.e. Use peer feedback.
- 8.f. Use instructor feedback.

9. Model behavior and habits of media professionals.

Assessment Strategies

- 9.1. Reflection

Criteria

You will know you are successful when

- 9.1. you interact with peers and clients with respect.
- 9.2. you meet deadlines.
- 9.3. you represent Western on location.

- 9.4. you follow copyright laws when creating content.
- 9.5. you build professional networks by connecting with industry professionals.

Learning Objectives

- 9.a. Meet deadlines for classroom projects.
- 9.b. Incorporate quality feedback into project revisions.
- 9.c. Use high quality materials as needed for project.
- 9.d. Follow copyright and plagiarism laws.
- 9.e. Treat peers (and clients) with respect, dignity, and fairness.