

Indiana University Department of Telecommunications  
**T354 - Program Graphics and Animation**  
Syllabus – Spring 2008 v1.2

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- Instructor:** Jim Krause [jarkraus@indiana.edu](mailto:jarkraus@indiana.edu)  
[www.indiana.edu/~telecom/faculty/krause.html](http://www.indiana.edu/~telecom/faculty/krause.html)  
IU: 856-2172 & Studio: 332-1005  
Office Hours (RTV Bldg. 350): Monday 8-10 AM & by appointment.
- Text:** **Creating Motion Graphics with After Effects, Fourth Edition** by Trish & Chris Meyer
- Materials:** Portable firewire drive, recordable DVD & CD media  
Course Exercises (distributed via class website)
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### Course Description

This course provides the technical skills & creative principles required to produce television graphics and animations. Practical experience using Adobe Photoshop, After Effects, Motion, and Final Cut Pro is provided through a series of hands-on activities and projects.

**Attendance:** Attendance and promptness at the start of class is required. You must be present to participate in the exercises and quizzes. Points will be deducted for missed labs and tardiness **There are no makeup opportunities for missed quizzes or work due to absence or tardiness.** If you are sick, call or e-mail your lab instructor before class and bring a note within 48 hours. You will still be expected to make up missed work.

There is an Indiana University Religious Holy Days/Holidays policy stating that instructors must reasonably accommodate students who want to observe their religious holidays at times when academic requirements conflict with those observances. It is the student's responsibility to inform instructors of conflicts no later than the second week of the semester so that reasonable accommodations may be provided.

**Course Requirements & Grading:** Your grade will be based on your understanding of class material and your competence with skills demonstrated in lab. There are hands-on graded lab activities, exercises, production assignments, critiques, exams, and a final project, which altogether total 500 points. Some production assignments require an accompanying critique form which can be downloaded from the class website **Assignments must be turned in on time or not at all.** Unless you are given free time to do so, **students may not work on personal projects, instant message, or check e-mail during class instruction or work periods.**

**Original Graphics:** Your work should be original and of your own design. Unless instructed otherwise, your graphics must be created from your own material and imagination. It is also expected that you create new, original graphics for each assignment.

**Computers, Procrastination & Murphy's Law:** Late assignments will not be accepted. Please don't come to class without paperwork/homework due to *technical difficulties*. (My computer crashed, printer ran out of ink, out of CDs, etc.) Don't wait until the last minute to do your work. If you do, you will be rushed, your work will suffer and your computer will probably crash. Expect equipment to malfunction and hard drives to crash. ALWAYS make a redundant copy of your work. This applies to computer files and paperwork. Save your

media periodically onto another drive to back it up. It is your responsibility to supply backup copies of critiques and other materials if needed.

### **Grading Criteria - 500 total points**

10	Week 1 In-class exercises
15	Video snapshots & analysis of 2 graphics (simple & complex)
10	Week 2 Photoshop In-class exercises
20	Create 2 TV graphics with scanned artwork
10	Week 3 Photoshop In-class exercises
20	Promo, title & keyable lower third PICT graphics
05	Week 4 After Effects In-class exercises
30	Quiz # 1 (Photoshop)
20	After Effects Animated 15 second Promo
10	Week 5 After Effects In-class exercises
20	After Effects Animated text and effect
10	Week 6 After Effects In-class exercises
20	Creative Countdown
10	Week 7 In Class Exercises
05	Midterm Proposal
20	After Effects Midterm Project
05	Week 8 After Effects In-class exercises
35	Quiz # 2 (After Effects)
20	15-second 3D animation
10	Week 9 After Effects In-class exercises
20	15 or 30-Second 3D animation with camera
05	Week 10 In-class exercises
20	Animated 3D with lights
10	Week 11 In-class exercises
20	Animated title
10	Week 12 In-class exercises
10	Final Project Proposal/Storyboard
40	Quiz # 3 (Cumulative + recent After Effects)
10	Week 13 In-class work
20	Week 13 Homework
10	Week 14 In-class work
20	Participation
35	<u>Final Project</u>
535	Total Points

The total points awarded will be resolved into a percentage of 100. The final grading criteria is: A+ = 98-100, A = 94-97, A- = 90-93, B+ = 87-89, B = 84-86, B- = 80-83, C+ = 77-89, C = 74-76, C- = 70-73, D+ = 67-69, D = 64-66, D- = 60-63, F = below 60

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