



RTV4929c AFTER EFFECTS FALL 2024

You were born an original!

WELCOME

You were born an original! When I think of After Effects, I think of endless possibilities, exploration and experimentation. I want you to be you in your project work. On the first day of class I will show a wide range of diverse projects produced by students over the years. It's why I love teaching this class!

There will be weekly practice assignments the first five weeks of class, each designed to build your skill set and confidence. This will be followed by four projects that are designed to incorporate your skill sets and apply your creativity and imagination.

MY CONTACT INFORMATION

Instructor: Professor Tim Sorel
Contact Info: tsorel@jou.ufl.edu | 352-392-2849
Office: 1080 Weimer Hall | Office Hours: Monday 12:30-1:30.
Zoom meetings 7 days a week by appointment.

COMMUNICATION WITH ME

If you have a name and/or set of pronouns that differ from those that appear in your official UF records, please let me know.

We all face obstacles, some are more readily visible than others. Together, we can figure out how to make the most of this class. Do not hesitate to ask for a meeting or chat time.

CLASS MEETINGS

Tuesday periods 8-10 (3-6pm)
3324 Lab Weimer Hall

WHAT YOU WILL LEARN

Skills Learned

- 1) Effectively use After Effects to achieve visual and animated effects.
- 2) Apply cinematic composition techniques to advance and complement a story.
- 3) Use non-linear editing software to organize and sequence images and effects.
- 4) Export video projects in the optimal codecs for each of these: mobile devices, websites, television broadcast, and cinema.
- 5) Offer constructive feedback of your own work and that of peers.
- 6) Prepare portfolio worthy-work for potential employers.

PREREQUISITES

RTV3200, RTV3320, *RTV3516 * RTV3516 can be concurrent

EQUIPMENT ROOM POLICIES

Students will sign an equipment room contract. Equipment is a shared resource; therefore we must respect the needs of others and the equipment room staff. Failure to adhere to the contract can result in a student having a grade point deduction and/or receiving an incomplete or failing grade in the class. Late returns will result in equipment privileges being revoked. Parking for the equipment room is limited to ten minutes.

TEXTBOOK

There is no text. This class uses Linked In Learning for weekly learning objectives.

COMPUTER & SOFTWARE

It is suggested that students own a MacBook Pro and have access to the Adobe Creative Cloud Software. However, students will have access to the Mac editing lab.

ATTENDANCE, TARDINESS, AND LATE ASSIGNMENT POLICIES

Attendance is important as each class builds on the last. It is important that you communicate with me special needs or concerns. Students are allowed one class absence per semester. Each additional absence will result in a two-point deduction from a student's final grade for each occurrence. Students are allowed to be tardy once during the semester. Each additional tardiness will result in a two-point reduction from a student's final grade. Any unexcused late assignment will be lowered 20% of the total possible points.



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UNIVERSITY POLICIES AND INFORMATION

STUDENTS WITH DISABILITIES

Students requesting classroom accommodation must first register with the Dean of Students Office. The Dean of Students Office will provide documentation to the student who must then provide this documentation to the Instructor when requesting accommodation.

UF HONOR CODE

UF students are bound by The Honor Pledge which states, "We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: "On my honor, I have neither given nor received unauthorized aid in doing this assignment." The Honor Code (<http://www.dso.ufl.edu/sccr/process/student-conduct-honor-code/>) specifies a number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel.

GATORWELL

For prevention services focused on optimal wellbeing, including Wellness Coaching for Academic Success, visit the [GatorWell website](#) or call 352-273-445

U MATTER WE CARE

If you or someone you know is in distress, please contact umatter@ufl.edu, 352-392-1575, or [visit U Matter, We Care website](#) to refer or report a concern and a team member will reach out to the student in distress.

STUDENT HEALTH CARE CENTER

Call 352-392-1161 for 24/7 information to help you find the care you need, or visit the [Student Health Care Center website](#).

UNIVERSITY OF FLORIDA POLICE

Visit [UF Police Department website](#) or call 352-392-1111 (or 9-1-1 for emergencies).

UF SHANDS EMERGENCY HOSPITAL

For immediate medical care call 352-733-0111 or go to the emergency room at 1515 SW Archer Road, Gainesville, FL 32608; Visit the [UF Health Emergency Room and Trauma Center website](#).

E-LEARNING TECH SUPPORT

[Contact the UF Computing](#) Help Desk at 352-392-4357 or via e-mail at helpdesk@ufl.edu.
Career Connections Center: Reitz Union Suite 1300, 352-392-1601. Career assistance and counseling services.

LIBRARY SUPPORT

Various ways to [receive assistance](#) with respect to using the libraries or finding resources.

TEACHING CENTER

Broward Hall, 352-392-2010 or to [make an appointment](#) 352-392-6420. General study skills and tutoring.

WRITING STUDIO

2215 Turlington Hall, 352-846-1138. [Help brainstorming, formatting, and writing papers.](#)

STUDENT COMPLAINTS ON-CAMPUS

Visit the Student Honor Code and Student Conduct Code webpage for more information

ONLINE STUDENT COMPLAINTS

View the distance Learning Student Complaint Process



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COURSE EVALUATIONS

Students are expected to provide professional and respectful feedback on the quality of instruction in this course by completing course evaluations online via GatorEvals. Guidance on how to give feedback in a professional and respectful manner is available at <https://gatorevals.aa.ufl.edu/students/>. Students will be notified when the evaluation period opens, and can complete evaluations through the email they receive from GatorEvals, in their Canvas course menu under GatorEvals, or via <https://ufl.bluera.com/ufl/>. Summaries of course evaluation results are available to students at <https://gatorevals.aa.ufl.edu/public-results/>.

CLASS RECORDINGS

Students are allowed to record video or audio of class lectures. However, the purposes for which these recordings may be used are strictly controlled. The only allowable purposes are (1) for personal educational use, (2) in connection with a complaint to the university, or (3) as evidence in, or in preparation for, a criminal or civil proceeding. All other purposes are prohibited. Specifically, students may not publish recorded lectures without the written consent of the instructor. A "class lecture" is an educational presentation intended to inform or teach enrolled students about a particular subject, including any instructor-led discussions that form part of the presentation, and delivered by any instructor hired or appointed by the University, or by a guest instructor, as part of a University of Florida course. A class lecture does not include lab sessions, student presentations, clinical presentations such as patient history, academic exercises involving solely student participation, assessments (quizzes, tests, exams), field trips, private conversations between students in the class or between a student and the faculty or lecturer during a class session. Publication without permission of the instructor is prohibited. To "publish" means to share, transmit, circulate, distribute, or provide access to a recording, regardless of format or medium, to another person (or persons), including but not limited to another student within the same class section. Additionally, a recording, or transcript of a recording, is considered published if it is posted on or uploaded to, in whole or in part, any media platform, including but not limited to social media, book or magazine.



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ASSIGNMENTS, PROJECTS, & GRADING

Practice assignments	35 PTS
Explainer project.....	15 PTS
End Tag/Logo	10 PTS
Kinetic Typography	15 PTS
Visual Effects	25 PTS

Grade totals within .66 of a whole number will be rounded up.

GRADING SCALE

94pts or higher	= A
90-93pts	= A-
88-89pts	= B+
84-87pts	= B
80-83pts	= B-
78-79pts	= C+
74-77pts	= C
70-73pts	= C-
65-69pts	= D
64pts or below	= E

TIME COMMITMENT

RTV4929c After Effects is an immersive capstone course in secondary post- production and visual effects. This course requires a significant time commitment from each student. The four major projects will require 15-20 hours of work outside of class as well as a mature approach to time management techniques in order to meet production benchmarks and deadlines.

PRACTICE ASSIGNMENTS

This course uses Canvas for practice assignments descriptions, video examples and grading rubrics.

All homework assignments are posted on canvas with a due date. HW is to be rendered as h.264 mp4 or ProResLT and uploaded to Canvas. Late assignments are not accepted and will be graded as a zero. All homework assignments and due dates are posted on Canvas.

PROJECT DESCRIPTIONS

This course uses Canvas for extended project descriptions, video examples and grading rubrics. Below is a brief description of projects.

EXPLAINER PROJECT

TRT 1-2 MINUTES

Using Photoshop, AE, and Premiere, students will create an explainer video project. Layered PSD's, 3D camera moves, 3D lighting effects, sound design are expected.

ANIMATED END TAG LOGO PROJECT

TRT :05 – :10

Students will pick one "client": a network, a show, product or service to build an animated brand logo.

KINETIC TYPOGRAPHY PROJECT

Minimum TRT 1:30. No maximum

Students will build a motion typography project paced to a favorite song, monologue or movie dialogue. Sound effects, Photoshop elements and more can be added to this.

VISUAL EFFECTS PROJECT OR INDEPENDENT PROJECT

There are four options for this project as described on Canvas.



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DATE	IN CLASS	OUTSIDE OF CLASS
AUG 27	Course intro. Assignment explanations. AE Intro, Keyframing, Motion + Speed Control.	Practice 1 Preroll and Keyframing
SEP 3	Advanced keyframing. Frame size, codecs project organization. Stills project demo	Practice 2 Keyframing options and pre-compose
SEP 10	Photoshop basics. Lifting a layer in photoshop Animating photos, layered looks, lighting effects	Practice 3 Graph editor Practice 4 working with 3d
SEP 17	Layout and type. 3D camera, Mattes, Masking Typography animation	Photoshop tutorials Practice Assignment 5
SEP 24	Multiple Cameras for on screen moves nulls,adjustment layers,parenting. Blending modes. Animating text boxes	Practice Assignments 6&7
OCT 1	Brands, Branding and the Tag Logo Project Shape Layers	Work on Explainer project
OCT 8	Branding campaigns. Blue Bloods and mask- ing	Work on Branding Project
OCT 15	Kinetic Typography project introduction. Visual effects project primer.	Plan Kinetic Typography
OCT 22	Kinetic typography transitions. Project workshop in class.	Work on Kinetic Typography
OCT 29	Visual effects for film and TV introduction. Using Plates. Keying I	Work on Kinetic Typography
NOV 5	Green Screen shoot location tba and keying II	Map out Visual effects project
NOV 12	Mocha AE 3D tracking and effects	Work on Visual effects
NOV 19	TBA dependent on how class is tracking	Work on Visual effects
NOV 27	Thanksgiving Break Be mindful of due date	Visual effects due next week
DEC 3	Project viewing TBA	ENJOY YOUR HOLIDAY BREAK!