

Houston Community College - Film Video and Special Effects

Special Effects for Film/Video Production FLMC 2370 - 65809

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Materials Needed:

- Access to computer running the software found in Adobe Production Suite.
- Vimeo account.
- Misc. Supplies.
- Toggl account (Free Version) <https://www.toggl.com/>
- Filming the Fantastic: A Guide to Visual Effects Cinematography
ISBN-10: 0240814738

Course Description

Advance techniques in special effects for Film and Video. Includes cinematography for special effects, historical context of special effects and implementation of modern special effect techniques.

Content and SCANS

The Secretary's Commission on Achieving Necessary Skills (SCANS) has researched and identified the skills and competencies that employees will need for workplace success. The following SCANS skills are incorporated into the course content as listed below.

Course Objectives SCANS: Workplace Skills

Describe the system components of a computer graphics workstation.

Understand overall intent and proper procedures for the setup and operation of equipment.

Summarize basic computer tasks.

Use computers to process information.

Design and produce original 2-D computer graphics

Use efficient learning techniques to acquire and apply new knowledge and skills

Identify and apply the principles of scripting, pitching, and storyboarding a project.

Use efficient learning techniques to acquire and apply new knowledge and skills.

Synchronize sound with movement and lip movement with words.

Use efficient learning techniques to acquire and apply new knowledge and skills.

Identify and utilize technical information regarding video and film (i.e. frame rate, video aspect ratios, video transfer issues, etc.)

Use efficient learning techniques to acquire and apply new knowledge and skills.

Work with a team to create a comprehensive 30 sec to 1 minute commercial to output to television and or video

Contribute to group effort. Works toward agreements involving exchange of resources, resolves diverse issues. Work well with men and women from diverse backgrounds.

Present a comprehensive project to an audience, which incorporate original concept, storyboard, application, techniques, and critique.

Organizes ideas and communicates orally.

Review career opportunities Specify goals and constraints, generate alternative, consider risks, and evaluate and choose best alternatives.

Means of Assessment

Final grade is based on the following point requirements:

Test 01	05pts
Test 02	05pts
Test 03	05pts
Test 04	05pts
Final Exam	10pts
Forced Perspective	05pts
Matte Painting	05pts
Stop Motion	10pts
Motion Tracking / Camera Tracking	05pts
Greenscreen	05pts
Rotoscoping	10pts
Final Project	15pts
Participation (Toggl)	15pts

Grading A 180-200 B 160-179 C 140-159 D 120-139 F 0-119

Additional points may be added or deducted based on parameters given by the instructor for any project.

Evaluation Policies and Procedures

Students are expected to complete projects on time according to dates assigned. Any difficulty in meeting deadlines will need to be approved by your instructor.

Attendance and Participation Policies

1. Three tardies = One absent
2. A student is tardy if he/she is 15 minutes late.

Student participation is an important part of this class. Active class participation is necessary to complete the requirements of the course. The instructor could drop a student for excessive absence if more than three classes are missed.

Students are expected to assume the responsibility for learning. Your instructor will assist you, but the actual responsibility rests with you. Students are also expected to devote their energy to attaining the skills and knowledge required for their particular career goals.

To provide an equal-opportunity learning situation for all students enrolled in this class, children are not allowed in the labs or classrooms.

Open Lab Time and Policy

The computers in the lab have been configured to meet the needs of all courses. Please do not reconfigure the system set up. If you are experiencing difficulty, contact the lab assistants or instructors for assistance. In addition, please follow all directions posted in the labs or given by the lab assistant.

Important Note: The lab assistants and instructors reserve the right to ask you to leave the lab in event of disruptive behavior, illegal activities, or malicious intent on the computer.

Incomplete Contract Under special circumstances, incomplete contracts may be considered by the instructor after a student discusses his or her situation. The student needs to have completed almost all course work to qualify for consideration of an incomplete contract; otherwise, the student should withdraw from the course before the official withdrawal date.

Academic Integrity

In becoming a part of the academic community, students are responsible for honesty and independent effort. Failure to uphold these standards includes, but is not limited to, the following:

1. Plagiarizing written work or projects.
2. Cheating on exams or assignments.
3. Collusion on an exam or project.
4. Misrepresentation of credentials or prerequisites when registering for a course." Refer to the NHMCCD catalog for additional information.

Virus Protection The college will not be held liable for any corruption of data caused by virus contamination. The college computers are regularly screened and are protected against computer viruses to the best of our ability. However, we do not guarantee that viruses do not exist on our systems. Procedures are in place in all labs for you to scan your diskettes. It is your responsibility to protect your data from corruption due to virus.

Class	Readings	Assignment
August 26 Monday		
August 28 Wednesday	Introduction Chapter 01 Composition and Lighting	
September 2 Monday	Labor Day Holiday	
September 4 Wednesday	Chapter 02 Forced Perspective	
September 9 Monday Official Day of Record		
September 11 Wednesday	Chapter 03 Matte Painting	Forced Perspective Due
September 16 Monday		
September 18 Wednesday	Chapter 04 Stop Motion	
September 23 Monday		Test 01 Introduction - Chapter 04
September 25 Wednesday	Chapter 05 Formats and Film	Matte Painting Due
September 30 Monday		
October 2 Wednesday	Chapter 06 The Cineon System	
October 7 Monday		
October 9 Wednesday	Chapter 07 Digital Cinema	

Class	Readings	Assignment
October 14 Monday		Stop Motion Due
October 16 Wednesday	Chapter 08 The Moving Camera	
October 21 Monday		Test 02 Chapter 05 - Chapter 08
October 23 Wednesday	Chapter 09 Blue and Green Screen	Motion Tracking Due
October 28 Monday		
October 30 Wednesday	Chapter 10 Miniatures vs. Computer Graphics	Camera tracking Due
November 1 Friday	Last Day for Administrative/Student Withdrawals 4:30pm	
November 4 Monday		Test 03 Chapter 09 - Chapter 10
November 6 Wednesday	Chapter 11 So you Don't Have a Million Dollars	Green Screen Due
November 11 Monday		
November 13 Wednesday	Chapter 12 Big Effects, Little Money	
November 18 Monday		
November 20 Wednesday	Chapter 13 You Can't Always Get What You Want	Rotoscoping Due
November 25 Monday		

Class	Readings	Assignment
November 27 Wednesday	Chapter 14 Welcome to the Circus	
November 28 - December 1	Thanksgiving Break	
December 2 Monday		Test 04 Chapter 11 - Chapter 14
December 4 Wednesday		
December 9 Monday	No Class - Open Lab	
December 11 Wednesday	Final Exam / Final Projects Due	
December 15 Sunday	Semester Ends	
December 20 Friday	Grades Available	

Readings

Students are expected to have read all of the materials prior to the class meeting in which the material will be discussed. Failure to be prepared will result in loss of class participation points. Continued failure to be prepared will result in the addition of chapter quizzes.

Projects

All projects are due at the beginning of class on it's assigned day. All projects are to be posted on Vimeo for presentation. Any projects that are viewable on Vimeo at the beginning of the class are late. **NO EXCEPTIONS!**

Late projects will receive a 10% deduction immediately and 10% deduction for each additional day it's late.