Post-Production Artist

Class: M.Sc. II   **Skill Level: 7**

Name of Co-ordinator: Mrs. Doke P.S.

Department of Animation Science

1. Title: Post-Production Artist

2. Year of Implementation: 2023

Structure of Skill Development Course

Skill Level	Theory Hours	Practical Hours	Total Hours	Credits	No. of students in batch
7	20	30	50	03	30

Syllabus

Learning Objectives:

Student will be able to:

1. Have a basic understanding of After Effects and how to develop basic motion graphics.
2. Have a base knowledge of tool functions and terminology used when working in After Effects.

Theory Syllabus (20 Hrs)

Unit - I: Interface & Effects

Workspaces, panels, viewers, Projects and compositions, importing footage, Cameras, lights, Animation and keyframes, Apply immersive video effects, other effects

Unit – II: 3D Tracking & Rendering

Tracking 3D camera movement, Creating and editing text layers, Refine Matte effects, Markers, Basics of rendering and exporting

Learning Outcomes:

After completion of the syllabus student is able to

1. Effectively use After Effects to achieve visual and animated effects.
2. Apply cinematic composition techniques to advance and complement a story.

References:
1. After Effects Apprentice, 4th Edition by Trish & Chris Meyer
2. Hands-On Motion Graphics with Adobe After Effects CC, Dodds David.

Learning Objectives:

Student will be able to:

1. Adobe After Effects is the industry-leading digital visual effects and motion graphics software.
2. After Effects can be used for keying, tracking, compositing, and animation in the post-production process.
3. After Effects training help you to better understand design concepts in both video and 3D design, along with the creation of visual effects and animation
4. After Effects courses provide skills needed to successfully create powerful digital visual effects.

Practical Syllabus (30 Hrs)

List of Experiments:--24 hr

1. How to Create Particles Logo & Text Animation in adobe after effect.
2. How to Create Cinematic Trailer Title Animation in After Effects.
3. How to Create Page Flip Animation in After Effects.
4. Create Motion Banner in After Effects.
5. Create Professional AD using Particles in After Effects.
6. How to Create Movie Titles in After Effects.
7. Create an Atmospheric Smoke Effect in Adobe After Effects
8. Motion Graphic Social Media Post in After Effect.

Project/ Field Visits/ Industrial Visit---------------------06 hr

Learning Outcomes:

After completion of the practical student is able to

1. Describe what Adobe After effects is & what it can potentially do for your video creations.
2. Demonstrate working with text, shape layers, & basic animation.
3. Demonstrate advanced video creation & editing techniques.
4. Demonstrate rendering & exporting your work.

References:
1. Eric Curry, "*Painting with Light: Lighting & Photoshop Techniques for Photographers*"2nd Edition, 14 February 2017, Published by Amberst Media
2. Lisa DaNae Dayley, *"Adobe Photoshop CC Bible"* 22 November 2013

BOS Sub Committee:
1. Mr. R.V. Bhambure   Department of Animation Science
2. Mrs. P. S. Doke   Department of Animation Science

Expert Committee
1. Mr. Chavan A.S.   - Tiranga Animation College, Baramati.
2. Mr. Kotteswaran. N.   - Image Infotainment Ltd., Hyderabad