



Course Syllabus

Course Code	Course Title	ECTS Credits
MULT-265	Visual Effects	6
Prerequisites	Department	Semester
MULT-250 COMM-117	Design & Multimedia	Spring
Type of Course	Field	Language of Instruction
Required	Applied Multimedia	English
Level of Course	Lecturer	Year of Study
1 st Cycle		2 nd
Mode of Delivery	Work Placement	Corequisites
Face-to-face	-	-

Course Objectives:

The main objectives of the course are to:

- build on the student's basic conceptual and production skills gained in previous courses related to animation and video.
- introduce the students to the art of digital compositing and digital special effects, through theory and practice.
- enable students to develop an understanding of when and how special effects are used.
- provide students with the necessary skills needed to design and create visual effects and animation for multimedia, film and video.

Learning Outcomes:

After completion of the course students are expected to be able to:

1. practice the fundamentals of art, animation design and special effects in a time-based environment.
2. integrate special effect concepts and techniques to 3d environments, animation/character animation and motion capture.
3. create attention-grabbing special effects that integrate motion graphics, character movement, text and sound.
4. investigate problem identification and apply innovative and creative solutions

5. apply, manipulate and combine media
6. further explore the unique properties of special effects, as well as the relationships that may arise with other creative mediums.

Course Content:

1. Introduction and historic overview of special effects.
2. Analysis of special effects in animation, film and tv.
3. Visual communication in a time-based environment.
4. Introduction to Adobe After effects.
5. Creative explorations (design techniques, image effects, 3D Environment and dynamic effects).
6. Applying digital compositing and special effects.
7. Advanced animation techniques with the use of special effects software.
8. Kinetic typography(animated visual effects).
9. Creating motion graphics.

Learning Activities and Teaching Methods:

Lectures, Lab Presentations, Lab Tutorials, Practical Exercises and Assignments

Assessment Methods:

Assessment Type

Exercises/Participation

Mid-Term Exam *written exam*

Final Examination *practical project*

Required Textbooks / Readings: MULT-265 selected lecturer's notes

Recommended Textbooks / Readings:

Title	Author(s)	Publisher	Year	ISBN
Special Effects: The History and Technique	Richard Rickitt	Billboard Books	2007	0823084086
Creating Motion Graphics with After Effects: Essential and Advanced Techniques, 5th Edition, Version CS5	Chris Meyer, Trish Meyer	Focal Press	2010	0240814150
Special Effects: The History and Technique	Richard Rickitt	Billboard Books	2007	0823084086
Creating Motion Graphics with After Effects: Essential and Advanced Techniques, 5th Edition, Version CS5	Chris Meyer, Trish Meyer	Focal Press	2010	0240814150