Course title	Visual Effects				
Course code	BIMA-350				
Course type	Compulsory				
Level	1st Cycle				
Year / Semester	2nd				
Teacher's name	Alexandros Yennaris				
ECTS	6	Lectures / week	12	Laboratories / week	
Course purpose and objectives	The main objectives of the course are to: • Develop proficiency in creating digital composite products by integrating elements of multimedia effectively. • Analyze and apply techniques in digital compositing and visual effects to enhance project quality. • Optimize motion graphic projects by adapting them for multiple delivery options. • Evaluate VFX projects critically by identifying areas for improvement and implementing effective changes. • Plan, design, and produce a complete VFX project, following the process from conception to final delivery.				
Learning outcomes	After completion of the course students are expected to be able to: • Identify and differentiate various applications of VFX techniques in multimedia projects. • Recognize and explain the uses of digital compositing techniques for achieving desired effects. • Apply knowledge and skills to develop projects by organizing compositions and layers effectively. • Design and create special effects that enhance the visual appeal and storytelling of a project. • Utilize the principles of digital compositing to generate innovative concepts and ideas. • Evaluate multimedia project plans and adapt essential elements to successfully composite video projects. • Define project objectives and conceptualize creative solutions while analyzing the needs of the target audience. • Plan, design, and produce motion graphics projects from the initial concept to the final deliverable, ensuring high-quality outcomes.				
Prerequisites	BIMA-250 / COMM-117		Required		

Course content	Introduction to the module and software Introduction. Graph Editor and shape layers. Use of basic effects and importing different file formats. Creating and using masks. Introduction to shape layers and basic 3d. Rigging and Puppet tool. Kinetic Typography. Produce a motion graphics project
Teaching methodology	Lectures, lab presentations, lab tutorials and workshops, individual/group tutorials, practical exercises, assignments and projects.
Bibliography	Richard Rickitt Special Effects: The History and Technique Billboard Books, 2007, 823084086 Chris Meyer, Trish Meyer, Creating Motion Graphics with After Effects: Essential and Advanced Techniques, 5th Edition, Version CS5, Focal Press, 2010, 240814150
Assessment	Class attendance and performance, assignment and practical projects.
Language	English