

Course Code	Course Title	ECTS credits
MULT-265	Special Effects	6
Department	Semester	Prerequisites
Design and Multimedia	Spring	Mult-250 Comm-117
Type of Course	Field	Language of Instruction
Major	Applied Multimedia	English
Level of Course	Year of Study	Lecturer
1 st Cycle	2nd	Poppy Aristidou
Mode of Delivery	Work Placement	Co-requisites
Face-to-face	N/A	None

Objectives of the Course:

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 Contents:

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:

Project, Mid-Term Exam(written exam), Final Examination(practical project)

Required Textbooks:

Selected lecturer's notes

Recommended Textbooks/Reading:

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