Mark Jacobson Home phone: (319) 233–5610

Office: ITT 307 (old East Gym)

Office phone: 273–7172

Email in dept (preferred): jacobson@cns.uni.edu

Office hours: 1:00–3:00 MWF;

Computer Science department: 273–2618

and by appointment almost anytime URL: http://www.cs.uni.edu/~jacobson

VIP: Please <u>notify in advance</u> by email or after class <u>whenever possible</u>! Appointments are best and can also be arranged almost anytime outside of office hours and on weekends too.

Spring 2011 class schedule: 9:00 MWF; 11:00 MWF; 09:30 TTh; 2:00 TTh

Textbook: After Effects Apprentice by Trish and Chris Meyer, 2<sup>nd</sup> edition with CS4

## Grading on exams, homework and quizzes.

- 1. **Ten quizzes will count for 30 %.** There will be a 10 to 15 minute quiz every Wednesday, starting during week #4. On Wednesday February 2<sup>nd</sup> we will have quiz one at the end of the 10<sup>th</sup> class. There will be no quiz during week #15, which is the very last week of class. Most or all of these 10 Wednesday quizzes will be at the end of the class.
- 2. The final exam will be held on Tuesday, May 3<sup>rd</sup> from 10-11:50 a.m. The comprehensive final exam constitutes 20 % of your grade in the course.
- 3. The laboratory and lecture sessions and class participation/citizenship/attendance will count for 10 % of your grade. Taking notes and having your notebook out is part of class participation. Being an active, helpful part of group exercises and a good model of a UNI Panther student citizen is part of class participation.
- 4. The homework assignments and projects will be worth 40 % of the total grade. Some of the homework assignments will be completed and checked off in the lab classes.

#### Where to use Adobe After Effects and Flash at UNI:

- Labs that will have Adobe After Effects on campus: Of course, our Lang 213 lab has it. The KAB labs have After Effects on Macintosh computers. All of the SCC labs have Adobe Flash CS5, but do not have AE. Any lab that has After Effects CS4 will also always have Adobe Flash CS4. CS4 means Creative Suite 4. You can also use After Effects in the ITTC building (old East Gym): 108 ITT is the Production House. Its hours are 8 a.m. until 5 p.m. It is on 2<sup>nd</sup> floor of the old East Gym, which is now called ITT or ITTC for Innovative Teaching and Technology Center. My office is ITT 307, on 4<sup>th</sup> floor of the old East Gym.
- You can purchase Adobe CS5 packages at the bookstore. The Adobe Master Collection costs about \$500. The Adobe Production Premium CS5 package costs about \$300. If the bookstore has to order it for you and you wish to start using CS5 immediately, you can go to the <a href="www.adobe.com">www.adobe.com</a> web site and download whichever package you are going to buy. It will work for 30 days after you install and activate it. When you get your purchase, you can then enter the serial numbers and license info and not have to reinstall. *Probably a good idea to do this first anyway, to ensure your computer can handle the Adobe CS5 software, if its an older computer.*

### **Miscellaneous topics:**

\* Any student who requires some modification of seating, testing, or other class requirements should speak with the instructor at the beginning of the semester.

- \* When sending email, <u>sign with your first name</u> at the end of the note. <u>Sign your first name</u> to email notes, always!!!!
- \* 810:022 (Microcomputer Systems) is offered every fall. It focuses on Adobe Dreamweaver, Adobe Flash and Adobe Fireworks and will emphasize web publishing, motion graphics and computer graphics. It will introduce students to Excel VBA macros. It will include some Photoshop and Illustrator, now that UNI SCC labs have Creative Suite Web Premium Adobe package. Web Standard was discontinued in CS5, so UNI now has the additional Photoshop and Illustrator in all SCC labs!.
- \* Feel free to leave early for an appointment or whatever as that is never a problem but it is always nice to be told before class starts.
- \* The four classes 810:021, 810:022, 810:023 and 810:030 give you microcomputer certification from the computer science department. 12 hours of credits is required. You can substitute 810:088 Topics in Computing for one of these classes. If you take it under a different topic, such as Maya 3D Graphics, you can substitute those two DIFFERENT topics classes for TWO of the above classes.
- \* 810:088 (Topics in Computing: ???) also counts for certification. It will be offered every semester. It can be substituted for 810:021 or 810:023 or taken as an extra class in addition to the 021, 022, 023 and 030 certification classes. It can be repeated as a different topic.
- \* 810:088 Topics in Computing: Maya 3D Graphics will <u>probably</u> be offered again next year, i.e. in the spring of 2012.
- \* Since there is so much demand for 810:088 Topics in Computing: Visual Effects, Animation, and Motion Graphics it will be offered again in the fall of 2011.
- \* 810:088 Topics in Computing: Flash Animation (or Flash Game Programming) will likely be offered in 2012, perhaps in the summer).

## Class web page URL

# http://www.cs.uni.edu/~jacobson/AE/

This URL should be checked at least 3 times per week! There will almost always be something added between classes that reviews the previous class and/or previews the next class. It is VIP, very VIP, very very VIP to do this, especially since we do not have a required textbook.

**DigitalCompositing.html** This first assignment is due on Friday, January 21<sup>st</sup>. Paper and pencil or paper and pen. This assignment does NOT require that you do anything outside of class with the After Effects software. It is a reading and writing assignment. Paper and pen or paper and pencil.

http://www.cs.uni.edu/~jacobson/23/AE/DigitalCompositing.html

**Assignment Note:** All future assignments that will be announced in class will be due at least one week from that day they are handed out or shown in class!

Consider taking the following course to satisfy your LAC (Liberal Arts Core) Category C requirement for Quantitative Techniques and Understanding. It gives you a great deal of experience with computers, including some additional great experience with Adobe After Effects and Adobe Flash. Computational Modeling and Simulation

**810:025 01 9 MWF** ITT 322 on MW and ITT 136 (StudioIT 2) every Friday.

http://www.cs.uni.edu/~jacobson/025/r/