Course guide
804054 - BEPAA1-M - Area of Specialisation: Advanced Audiovisual Post-Production

Unit in charge: Image Processing and Multimedia Technology Centre
Teaching unit: 804 - CITM - Image Processing and Multimedia Technology Centre.
Degree: BACHELOR’S DEGREE IN MULTIMEDIA STUDIES (Syllabus 2009). (Optional subject).
Academic year: 2022 ECTS Credits: 6.0 Languages: Catalan, Spanish

LECTURER
Coordinating lecturer: Díaz Salamanca, Francisco Gabriel

Others:

DEGREE COMPETENCES TO WHICH THE SUBJECT CONTRIBUTES

Specific:
4. Apply knowledge related to the creation and recording of moving images.
5. Apply knowledge related to the management of video material and animation.
6. Be able to organise, animate and export an audiovisual project according to a specific projection/reproduction medium. Be able to solve complex audiovisual composition problems.

Transversal:
1. SELF-DIRECTED LEARNING. Detecting gaps in one’s knowledge and overcoming them through critical self-appraisal. Choosing the best path for broadening one’s knowledge.
2. EFFICIENT ORAL AND WRITTEN COMMUNICATION. Communicating verbally and in writing about learning outcomes, thought-building and decision-making. Taking part in debates about issues related to the own field of specialization.
3. EFFECTIVE USE OF INFORMATION RESOURCES. Managing the acquisition, structure, analysis and display of information from the own field of specialization. Taking a critical stance with regard to the results obtained.

TEACHING METHODOLOGY

Class sessions are divided into three parts:
1. Presentation and resolution of doubts regarding the exercises proposed in the previous session.
2. Acquisition of new knowledge.
3. Practical application of new knowledge.
These activity bands are modulated according to the complexity of the exercises and the corresponding contents.

LEARNING OBJECTIVES OF THE SUBJECT

1. Understand and plan the workflow correctly in an audiovisual project using moving and static material.
2. Optimize image quality using the appropriate HD and 4K compressors.
3. Carry out case studies of current projects with the aim of analyzing the work process and the organization between different disciplines such as color retouching or 3D integration.
4. Understand the operation of Adobe After Effects and its relationship with Creative Suite between the different graphic creation software.
5. Apply basic knowledge of animation and composition in practices representative of each process.
6. Correction of shooting errors, image improvement and application of effects for stylistic-expressive purposes.
7. Carry out the tasks assigned in the time provided, working with the sources of information indicated in accordance with the guidelines set by the teachers.
8. Carry out the tasks assigned based on the basic guidelines given by the teacher, deciding the time to be used in each task, including personal contributions and expanding the sources of information indicated.
STUDY LOAD

<table>
<thead>
<tr>
<th>Type</th>
<th>Hours</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hours medium group</td>
<td>60.0</td>
<td>40.00</td>
</tr>
<tr>
<td>Self study</td>
<td>90.0</td>
<td>60.00</td>
</tr>
</tbody>
</table>

Total learning time: 150 h

CONTENTS

Topic 1 - Introduction to post-production

Description:
1. Introduction to the online face-to-face system
2. Introduction to post-production.
3. Knowledge questionnaire.
4. Software and technical requirements.
5. Workflow within an audiovisual project.
6. Evolution of cinematographic material and use of current equipment.
7. Professional SD and HD formats.
8. Work without compression.

Full-or-part-time: 12h 30m
Practical classes: 5h
Self study: 7h 30m

Topic 2 - Evolution of post-production and special effects

Description:
1. Analysis of the main international productions.
2. Definition of the most used techniques.
3. How a post-production company is structured.
4. Introduction to the concept of "pipe-line"
5. Breakdown of a real example, customer-post-production relationship.

Full-or-part-time: 10h
Practical classes: 4h
Self study: 6h
### Topic 3 - Introduction to After Effects

**Description:**
1. Presentation of the After Effects software.
2. Analysis of competition.
3. Interface and personalization of workspaces.
4. Preferences and configuration of a professional workstation.
5. Project file management, optimization and backup.
6. Import and management of archive material.
7. Work in linear format
8. Importable formats and their specific characteristics. Interpret archive material.

**Full-or-part-time:** 10h  
Practical classes: 4h  
Self study : 6h

### Topic 4 - 2D Compositions

**Description:**
1. Create 2D compositions.
2. Define the thickness of work and respect the safety margins.
3. Define frame rate and color depth.
4. Work with images and image sequences.
5. Basic principles of graphic layers.
6. Create and manage "nesting" subcompositions.
7. Layer fusion modes.

**Related activities:**
Exercises proposed in practice P04

**Full-or-part-time:** 10h  
Practical classes: 4h  
Self study : 6h

### Topic 5 - Time management

**Description:**
1. Using the timeline.
2. Layer management.
3. Optimization of work with many layers.
4. Work with the time code.
5. Import Adobe Premiere projects.
6. Use of markers.

**Full-or-part-time:** 10h  
Practical classes: 4h  
Self study : 6h
**Topic 6 - Principles of 2D animation**

**Description:**
1. Basic aids in 2D animation.
2. Understand keyframes and interpolation.
3. Preview the moving image.
5. Manage many keyframes.

**Full-or-part-time:** 10h
Theory classes: 6h
Practical classes: 4h

**Topic 7 - Advanced animation**

**Description:**
1. Work with Primary and null objects.
2. Creation and application of Solids.
3. Apply changes to different layers at the same level.
4. Work with movement routes.
5. PRECOMPOSE / Nesting
6. Softener / Inverter

**Full-or-part-time:** 12h 30m
Practical classes: 7h 30m
Self study : 5h

**Topic 8 - Advanced tools**

**Description:**
1. Animation aids.
2. Capture of movement.
3. Shape tools.
5. Adobe Bridge.
6. Introduction to Essential Graphics

**Full-or-part-time:** 10h
Practical classes: 4h
Self study : 6h

**Topic 9 - Effects**

**Description:**
1. Introduction to the effects.
2. Combination of effects.
3. Adjustment layers.
4. Color correction.
5. Third party plugins.

**Full-or-part-time:** 10h
Practical classes: 4h
Self study : 6h
**Topic 10 - Masks - Rotoscopy**

**Description:**
1. Creation of vector masks.
2. Operation with multiple masks.
3. Basic animation of a mask.
4. Rotoscopy for complex images.
5. Troubleshooting and optimization.
6. Final trim adjustments.

**Full-or-part-time:** 12h 30m
Practical classes: 5h
Self study: 7h 30m

**Topic 11 - Creating an advertising cairon**

**Description:**
1. Create a cairon from a clip.
2. Cut out moving objects.
3. Generate graphics in After Effects and Photoshop.
4. Creative animation with the object: SPEED.

**Full-or-part-time:** 10h
Practical classes: 4h
Self study: 6h

**Topic 12 - Advanced Animation II**

**Description:**
1. Creating a complex animation.
2. Animation of layers of shapes.
3. Author Orientation Tool.
4. Work with different pre-compositions.

**Full-or-part-time:** 10h
Practical classes: 4h
Self study: 6h

**Topic 13 - Color correction**

**Description:**
1. Basic principles of color correction.
2. Adjusting the brightness and contrast of a moving image.
3. Understand the limitations of 8-bit and compressed formats.
4. Color temperature correction.
5. Correction of dominants.
6. Expressive color correction.

**Full-or-part-time:** 10h
Practical classes: 4h
Self study: 6h
**Topic 14 - Typographic Animation**

**Description:**
1. Text creation in After Effects.
2. Basic text animation.
4. Import and manage audio files.
5. Use of layer and composition markers.
6. Synchronization with sound.

**Full-or-part-time:** 10h
- Practical classes: 4h
- Self study: 6h

**ACTIVITIES**

- (ENG) PRÀCTICA 01
- (ENG) PRÀCTICA P02
- (ENG) PRÀCTICA P03
- (ENG) PRÀCTICA 004
- (ENG) PRACTICA P05
- (ENG) PRACTICA P06
- (ENG) PRÀCTICA P07
- (ENG) PRÀCTICA P08
- (ENG) PRÀCTICA P09
- (ENG) PRÀCTICA P10
GRADING SYSTEM

EXAMINATION RULES.

BIBLIOGRAPHY

Basic:

Complementary: