#### card of course

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| Subject name | Animated graphics and video |

1. The placement of the subject in the study system

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| 1.1. Field of study | Computer science |
| 1.2. Form and path of study | Full-time/Part-time |
| 1.3. Level of education | First-cycle studies |
| 1.4. Study profile | Practical |

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| 1. 5. Specialty | Computer graphics and game design |
| 1.6. Subject Coordinator | Mgr inż. Michał Brogowski |

2. General characteristics of the subject

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| 2.1. Belonging to a subject group | Optional/practical |
| 2.2. Number of ECTS | 5 |
| 2.3. Language of lectures | Polish |
| 2.4. Semesters in which the subject is taught | V |
| 2.5.Criteria for selecting course participants | For specializations: Computer graphics and game design |

1. Learning outcomes and course delivery
	1. Subject Objectives

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| No. | Subject Objectives |
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| C1 | Learning animation and video editing software. |
| C2 | Learning techniques and tools for creating animated graphics, animations and films. |
| C3 | Learning the basics of working with sound and combining it with animation and film. |

* 1. Subject-specific learning outcomes, divided into knowledge , skills and competences , with reference to the directional learning outcomes

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| --- | --- | --- | --- |
| No. | Description of subject learning outcomes | Reference to directional effectslearning (symbols) | Method of implementation (mark "X") |
| ST | NST |
| Classes at the University | Activities on the platform | Classes at the University | Activities on the platform |
| After passing the course, the student knows and understands **the knowledge** |
| W1 | Adobe AfterEffects, Adobe Premiere Basics | INF\_W09 |  | X |  | X |
| W2 | Basics of animation and film, what is image movement, what is animated graphics, what is video editing |  | X |  | X |
| W3 | What is a soundtrack and how to use it in animation and film |  | X |  | X |
| W4 | What are the video formats used in the market |  | X |  | X |
| W5 | How to Publish Videos and Animations on the Internet |  | X |  | X |
| After passing the course, the student is **able** to: |
| U1 | Create an animated graphics sequence | INF\_U12 | X |  | X |  |
| U2 | Edit a film using animated graphic elements | X |  | X |  |
| U3 | Add sounds and audio effects to animations and movies | X |  | X |  |
| U4 | Do video post production | X |  | X |  |
| U5 | Publish animations and videos in various formats (vertical videos for social media, traditional videos for screens, custom formats) | X |  | X |  |
| After completing the course, the student is ready to take part in **social competences.** |
| K1 | Demonstrate creativity when creating animations and video materials | INF\_K03 | X |  | X |  |

3.3. Forms of teaching and their number of hours - Full-time studies (ST), Part-time studies (NST)

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Path | Lecture | Exercises | Design | Workshop | Laboratory | Seminar | Lecturer | Classes conducted using distance learning methods and techniques in the form of a lecture. | Other | **ECTS points** |
| **ST** |  |  |  |  | 30 |  |  | 20 |  | 5 |
| **NST** |  |  |  |  | 15 |  |  | 10 |  | 5 |

3.4. Content of education (separately for each form of classes: (W, ĆW, PROJ, WAR, LAB, LEK, OTHER). It should be marked (X) how the given content will be implemented (classes at the university or classes on the e-learning platform conducted using distance learning methods and techniques)

TYPE OF CLASS: LECTURE

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| --- | --- | --- | --- |
| No. | Content of the course | Reference to subject-specific learning outcomes | Method of implementation (mark "X") |
| ST | NST |
| **Classes at the University** | **Activities on the platform** | **Classes at the University** | **Activities on the platform** |
| 1. | Adobe After Effects and Adobe Premiere Basics | W1, W2 |  | X |  | X |
| 2. | The Basics of Combining Animated Graphics with Film | W1, W2 |  | X |  | X |
| 3. | Sound and Music in Animation and Video | W2, W3 |  | X |  | X |
| 4. | Video Post-Production (Color Correction, Cropping, Compositing, Time Remapping) | W4 |  | X |  | X |
| 5. | Rendering, exporting, adapting to different formats | W5 |  | X |  | X |
| 6. | Summary of classes and discussion of grades. |  |  | X |  | X |

TYPE OF CLASS: LABORATORY

|  |  |  |  |
| --- | --- | --- | --- |
| No. | Content of the course | Reference to subject-specific learning outcomes | Method of implementation (mark "X") |
| ST | NST |
| **Classes at the University** | **Activities on the platform** | **Classes at the University** | **Activities on the platform** |
| 1. | Exercises in AfterEffects and Premiere – creating simple animations, assembling clips, transitions between cuts, adjustment layers | U1 | X |  | X |  |
| 2. | Exercises in combining animated graphics and films, text and graphic elements | U2 | X |  | X |  |
| 3. | Exercises in combining animation, film and sound | U3 | X |  | X |  |
| 4. | Exercises in the elements of post-production of animation and film | U4 | X |  | X |  |
| 5. | Exercises in adapting animation and film to different formats and applications | U5 | X |  | X |  |
| 6. | Summary of classes and discussion of grades. |  | X |  | X |  |

3.5. Methods of verifying learning outcomes (indication and description of methods of conducting classes and verification of achievement of learning outcomes and method of documentation)

LECTURE – The lecture is an informative introduction to the student's own work in the laboratory. The laboratories and lectures are thematically linked so that the student can use the knowledge from the lecture in creating a semester project.

Assessment of lectures in the form of a 10-question test, single choice, each question worth 2 points.

Grade 3 (sufficient): 11 – 12 points

Grade 3.5 (sufficient plus): 13 – 14 points

Rating 4 (good): 15 – 16 points

Rating 4.5 (good plus) 17 – 18 points

Rating 5 (very good): 19 – 20 points

LABORATORY - Students will be working on a semester project during classes, which involves creating a film/animation production on one of the assigned topics. These topics may (but do not have to) refer to graphic projects created during other computer graphics classes in this major, giving students the opportunity to create more ambitious and complex projects. Lectures will present them with techniques and tools needed to complete the project. Laboratories will be used to improve work techniques and expand the knowledge base acquired during lectures. Students will be able to complete the entire project during laboratory classes in workshops under the supervision of the instructor.

The result of the students' work will be a film/animation in the form of a video file placed on the PUW platform.

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| Subject Effects | Teaching methods | Methods of verifying learning outcomes | Documentation methods |
| KNOWLEDGE |
| W1-W5 | Lectures – detailed description of work techniques in the form of lectures on the PUW platform | Passing the lectures in the form of a test | Test results collected on the PUW platform |
| SKILLS |
| U1-U5 | Laboratories – working on a semester project in the computer lab | Preparation and defense of the semester project (described above) | Projects in the form of renders collected on the PUW platform |
| SOCIAL COMPETENCES |
| K1-K2 | Laboratories – working on a semester project in the computer lab | Preparation and defense of the semester project (described above) | Projects in the form of renders collected on the PUW platform |

3.6. Assessment criteria for the achieved learning outcomes

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| Learning effect | For a grade of 3 or "pass."the student knows and understands/is able to/is ready to | For a grade of 3.5, the student knows and understands/is able to/is ready to | For a grade of 4, the student knows and understands/is able to/is ready to | For a grade of 4.5, the student knows and understands/is able to/is ready to | For a grade of 5, the student knows and understands/is able to/is ready to |
| W | 51-60% of knowledge indicated in learning outcomes | 61-70% of knowledge indicated in learning outcomes | 71-80% of knowledge indicated in learning outcomes | 81-90% of knowledge indicated in learning outcomes | 91-100% of knowledge indicated in learning outcomes |
| U | 51-60% of skills indicated in learning outcomes | 61-70% of skills indicated in learning outcomes | 71-80% of skills indicated in learning outcomes | 81-90% of skills indicated in learning outcomes | 91-100% of skills indicated in learning outcomes |
| K | 51-60% of skills indicated in learning outcomes | 61-70% of skills indicated in learning outcomes | 71-80% of skills indicated in learning outcomes | 81-90% of skills indicated in learning outcomes | 91-100% of skills indicated in learning outcomes |

3.7. Literature

**Basic**

**VideoCopilot –** [**www.videocopilot.net**](http://www.videocopilot.net)

**Motion Design School -** [**https://www.youtube.com/c/MotionDesignSchool**](https://www.youtube.com/c/MotionDesignSchool)

**FilmRiot -** [**https://www.youtube.com/user/filmriot**](https://www.youtube.com/user/filmriot)

**Supplementary**

**Adobe AfterEffects od podstaw (Udemy) -** [**https://www.udemy.com/course/adobe-after-effects-od-podstaw/**](https://www.udemy.com/course/adobe-after-effects-od-podstaw/)

**Ben Marriott -** [**https://www.youtube.com/c/BenMarriott**](https://www.youtube.com/c/BenMarriott)

4. Student workload - ECTS points balance

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| --- | --- |
| **Types of student activity** | **Student Load** |
| **ST** | **NST** |
| **Classes requiring direct contact between the student and the academic teacher at the university premises** | **50** | **25** |
| Classes included in the study plan | 50 | 25 |
| **Student's own work** | **75** | **100** |
| Ongoing preparation for classes, preparation of project work/presentations/etc. | 40 | 50 |
| Preparation for passing classes | 35 | 50 |
| **TOTAL STUDENT HOURLY LOAD** | **125** | **125** |
| **Number of ECTS points** | **5** | **5** |

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| Last change date | 30/09/2024 |
| The changes were introduced | INF Education Quality Team |
| The changes were approved | Arkadiusz Gwarda, M.A. |