

Art 410 Computer Animation Assignment #4

In this next assignment students will again be using the basic animation features available with Adobe Photoshop and After Effects. This project will concentrate on a film / animation technique called "rotoscoping". Rotoscoping is a process of using film information and drawing or painting on top of the film layer to change, color, edit or recreate underlying information. In this next assignment you will be using this technique to create an animation that has an experimental or conceptual approach to it. I will be giving you 8 mm film that you can cut into pieces that can be scanned as a transparency and each frame can be saved as a layer. The layer hierarchy can help to organize the animation's progressive order. The layers at the top can represent the beginning of the animation and the layers at the bottom can represent the end or visa versa. You will be creating at least 5 short animations from various sequences of these 8 mm films. Film is produced in 24 frames per second and you can choice to use all frames from the film or only use every other frame to create a shorter faster look. Use the adjustment layers to help correct colors, levels, balance lights and darks, highlights and shadows or just to play with experimental changes to all or just some of the above. Due date will be give in class.

Suggested Readings Under the 'Help' menu in Photoshop: Color, Color Management, Retouching and transforming, Selecting, Layers, Painting, Drawing, Filters, Type, Saving and Exporting, Video and animation, Automating Tasks and Keyboard Shortcuts.

Suggested Readings Under the 'Help' menu in After Effects: Importing, Compositions, Views and Previews, Layers and Properties, Animation, Color, Masks, transparency and keying, Text, Drawing and Painting, Motion tracking, Effects and animation presets, Effect Reference, Rendering and exporting and Keyboard shortcuts.