

DIGITAL SPECIAL EFFECTS: CSC 475 / FST 492



Fall 2007 Schedule

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Week 0	August			22	23	24
Course Introduction						
Week 1		27	28	29	30	31
History of Special Effects Brinkmann Ch. 1, Rickitt Ch. 1						
Week 2	September	3	4	5	6	7
Optical Techniques Brinkmann Ch. 2 (review), Rickitt Ch. 2						
Week 3		10	11	12	13	14
Miniatures, Animation, and Physical Effects Rickitt Ch. 3-7						
Week 4		17	18	19	20	21
Compositing Theory and Image Manipulation Brinkmann Ch. 3-5, 8-9, 11, Guindon Ch. 30, Shake Ch. 1-2, 7, 15, 16, 24						
Week 5		24	25	26	27	28
Camera Properties and Video Formats Brinkmann Ch. 10, 12, 15, Dobbert Ch. 6, Shake Ch. 5-6						
Week 6	October	1	2	3	4	5
Matchmoving Brinkmann Ch. 7, 13-14, Dobbert Ch. 1-4, Shake Ch. 25						
Week 7		8	9	10	11	12
On Set Brinkmann Ch. 13-14, Dobbert Ch. 7-8						
Week 8		15	16	17	18	19
Lighting and Rendering Guindon Ch. 1-5 (review), 7-9, 12-14, 30						
Week 9		22	23	24	25	26
Particle Effects and Dynamics Guindon Ch. 15-18						
Week 10		29	30	31	1	2
Expressions and Maya Embedded Language (MEL) Guindon Ch. 19-29, Gould Ch. 3, Wilkins Ch. 2, 3, 7, 18						
Week 11	November	5	6	7	8	9
After Effects SDK After Effects Ch. 1-5						
Week 12		12	13	14	15	16
Shake Script Shake Ch. 1-2, 30, 31						
Week 13		19	20	21	22	23
Morphing Brinkmann Ch. 15, Shake Ch. 27, Gomes Ch. 4						
Week 14		26	27	28	29	30
Matchamation Dobbert Ch. 9, 11						
Week 15	December	3	4	5		
Future of Effects Brinkmann Ch. 15, Rickitt Ch. 8						

Exam Date: Wednesday, December 12, 2007 at 3:00 p.m.

**Project 4 Due* (Lumina theater semester screening due date is likely a week earlier.)*

"That is the most difficult thing of all, though it would seem the easiest: to see that which is before one's eyes."

-- Johann Wolfgang von Goethe

Required Texts

- *The Art and Science of Digital Compositing* by Ron Brinkmann
- *The Special Effects Handbook* by Marc-Andre Guindon
- *Shake User Manual*
- *After Effects SDK Guide*

Optional Texts

- **Special Effects: The History and Technique* by Richard Rickitt
- **Matchmoving: The Invisible Art of Camera Tracking* by Tim Dobbert
- *Complete Maya Programming* by David Gould
- *MEL Scripting for Maya Animators* by Mark Wilkins and Chris Kazmier
- *Warping and Morphing of Graphical Objects* by Jonas Gomes, Lucia Darsa, Bruno Costa, and Luiz Velho