

Computer Science 815
Special Effects Production
Fall 2005
Syllabus

Instructor

Dr. Timothy Davis
303 McAdams Hall
656-0309
Office hours: T 3:30-4:30, W 3:00-4:00
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Class Meeting Times

TTh 12:30–1:45 Daniel 303

Class Cancellation

Students are expected to wait for 15 minutes after the beginning of class before leaving if the instructor is late.

Textbooks

Marco Paolini, *Shake 3: Professional Compositing and Special Effects (Apple Pro Training Series)*, Peachpit Press, 2004. (required)

Ron Brinkman, *The Art and Science of Digital Compositing*, Morgan Kaufmann, 1999. (optional)

Grading

Final grades will be based on programming and homework assignments, a midterm test, and a final exam with appropriate weights based on difficulty. The midterm and/or final may be an in-class test, a programming assignment, or an in-class presentation.

Projects	60%
Midterm	20%
Final	20%

Letter grades will be based on a 10-point scale. These ranges may be changed somewhat, but only to your advantage.

Assignments

Assignments will constitute a significant portion of your grade for the course. Each of these assignments should follow the guidelines listed below.

- **Webpage** A webpage with your solution to the assignment must include:
 - description of the problem
 - description of the solution
 - images produced by your code
- **Source Code** For each assignment, you will be notified on the method for submitting code, if required.
- **Late Work** Late assignments will be accepted with penalty deemed appropriate.
- **Independent/Team Work** You must work on projects independently, unless specifically authorized to work in teams. Cheating of any kind will not be tolerated and will result in significant penalties.

Course Description

The course will cover topics in compositing, with a strong emphasis in Apple Shake. A rough outline of topics appears below:

- Introduction
- Techniques for Compositing
- Apple Shake: Interaction, Compositing, Chroma-Keying, Color Correction, Match-Moving, Rotoscoping, Advanced Topics
- File Formats and Compression
- Image Processing Techniques