BASIC INFORMATION:

	The code	The content
Organizational unit	01.07.300	Faculty of Information Technologies
Abbreviation	01.07.300	FIT
Chair		The Department of Computer Graphics and Design (KatDiz)
Course/module	1.02.02.01.009	**Advanced study techniques and special effects**

TYPE OF COURSE:

Functional area	SPECIALIZED
Level of abstraction	MIDDLE
Course type - obligation	MANDATORY

COURSE REGISTRATION:

	The code	The content
Scientific field	1.00.00	Natural Sciences
Scientific area	1.02.00	Computer and Information Sciences
Narrow scientific field	1.02.02	Information Sciences and Bioinformatics
Subdistrict	1.02.02.01	Computer Multimedia and Graphics

COURSE DESCRIPTION:

Educational and professional goals:	This course takes nonlinear editing to a high level. By using special effects and advanced techniques, students will enter the world of advanced special effects and video production.
Competences/educational outcomes:	Students will be able to organize filming, apply the latest techniques used in the world of audio and video production, and then perform advanced post-production in leading software tools (Adobe After Effects, Adobe Premiere, etc.), using special digital effects, which receive special attention in this course. Students will also be familiar with Video Compositing techniques (Chroma Key), commonly used in studio work. They will know how to create virtual graphic spaces and manipulate virtual graphic elements to achieve greater effectiveness in creating video materials.
Skills mastered:	Preparation for shooting and actual recording in studio conditions. The use of Chroma Key techniques (Compositing), Tracking, Color Grading, Combining 2D and 3D animation in advanced video editing, ... In this course, students will master the high-level applications: Adobe After Effects and Adobe Premiere.
Course content:	*Theoretical Teaching:* Teaching is based on interactive lectures with a set schedule, using modern presentation and demonstration tools and techniques. It takes into account the prior knowledge and specific experiences in the field of each individual, as well as an understanding of the continuity of material comprehension. Through theoretical teaching, students will grasp the fundamental principles and rules of modern audio and video production, enabling them to approach given problems correctly and proceed to the actual implementation of assigned projects. *Practical Teaching:*

	• Involves the use of modern tools to conduct the most efficient teaching. Interaction between teachers and students is at its highest level.
	• Work in a television and radio studio + Chroma Key studio

COURSE METRICS:

ECTS	Teaching activities (lesson)						Individual work		TOTAL hours of work
	Contact lessons		Exercises and trainings	Seminar and stud. papers	Pedagogical workshops	Professional and clinical practice	Individual. and group learning	Source research	
	R	E							
4	16	8	24				66	6	**120**

Teaching languages:	**English**	**Serbian**		

ACCESS CONDITIONS

Code	Course/Module title	Grade	Description of conditions (additional)
2.09.06.011.	Computer Animation		
2.09.09.001.	Raster Graphics		
2.09.01.009	Sound Processing and Analysis		

COURSE METHODOLOGY

For the successful delivery of the subject, modern presentation tools are used to enhance the comprehension of the defined content. Interaction increases the dynamics of instruction.

The prerequisite for taking the exam is the completion of a project, which confirms the practical use of tools and allows students to encounter and solve specific tasks in modern production. The practical assignment is accompanied by documentation of at least ten A4 pages of standard formatted text.

STUDENT WORK EVALUATION

No.	Type of evaluation	partial/ final	elective / mandatory	Percentage of participation
01	Participation in contact work - interaction in lectures	Pre-exam obligation or requirement	Mandatory	5%
02	Activity in exercises/laboratory work	Pre-exam obligation or requirement	Mandatory	5 %
03	Assessment of student practical tasks	Pre-exam obligation or requirement	Mandatory	40 %
04	Exam activities - final test (problem-based test, written exam)	Final	Mandatory	50 %

LITERATURE / SOURCES (listed in order of relevance)

Author (Last Name, First Name)	Publication title	Publisher's headquarters	Publisher	Edition year	Type of publication*
a/ Basic literature					
Siniša Tomić	Advanced Studio Techniques	Banja Luka	Pan-European University Apeiron	2014	Book
b/ Supplementary literature					

Jacob Rosenberg	Studio Techniques	Beograd	Mikro knjiga	2005	Book
Grupa autora	Adobe After Effects CS4	Beograd	CET	2009	Book
c/ Other sources – journals					
Author - Surname, First name (if the source is an article)	Journal title	Publisher's headquarters	Publisher	Edition year	Type of journal*
c/ Other sources – Internet (WEB) sources					
Site name	Site address	Title of work/hyperlink		Read	
(*)Type of publication (book, script, compendium, multimedia)					