

<b>Basic data of the subject</b>			
<b>Academic Unit:</b>	<b>Faculty of Applied Arts</b>		
<b>Subject title:</b>	<b>Multimedia II</b>		
<b>Study level:</b>	<b>Bachelor</b>		
<b>Subject status:</b>	<b>Mandatory</b>		
<b>Years of study:</b>	<b>2</b>		
<b>Number of hours per week:</b>	<b>4</b>		
<b>Value of credits - ECTS:</b>	<b>6</b>		
<b>Lecturer of the subject:</b>	<b>M. A. Florit Hoxha</b>		
<b>Contact details:</b>	<b>florit.hoxha@ushaf.net</b>		
<b>Subject description:</b>			
	In this subject will be treated the ways, techniques, tools to work in animation software with typography, audio and video. The student is taught the application of Adobe After Effects software, where they will learn how to import video and audio material and make their connection with each other, export in different formats depending on demand, change and adapt colors from video to video and the basic principles offered by Adobe After Effects.		
<b>Purpose of subject:</b>			
	The purpose of the subject is for the student to learn video and audio making techniques and make visual animations through Adobe After Effects.		
<b>Expected learning outcomes:</b>			
	After the successful completion of this subject the student will be able to: <ul style="list-style-type: none"> <li>• To know the principles, tools and techniques of making video and audio effects through Adobe After Effects,</li> <li>• To analyze the idea and additional data related to the material which is required in this case a video and audio advertisement,</li> <li>• Understand and realize video and audio animation,</li> <li>• Apply the principles and techniques of video and audio animation.</li> </ul>		
<b>Contribution to student workload (which should correspond to the students learning outcomes)</b>			
<b>Activity</b>	<b>Hours</b>	<b>Days/week</b>	<b>Total</b>
Lectures	2	15	30
Theoretical / laboratory exercises	2	15	30
Practical work			
Contacts to the Lecturer / Consultations	2	2	4
Field exercises			

Tests, student seminars			
Home work	2	15	30
Time of self-study (in the library or home)	4	15	60
Final preparation for the exam			
Time spent in assessment (tests, quiz, final exam)	2	1	2
Projects, presentations, etc.			
<b>Total</b>			<b>156</b>
<b>Teaching methodology:</b>	Lectures, individual work, assignments, discussions, group work.		
<b>Assessment methods:</b>	80% Seminary work 20% Presentation		
<b>Literature</b>			
<b>Basic literature:</b>	T Learn Motion Graphics and After Effects: How to make money and kickstart your career as a motion graphics artist Paperback – May 23, 2017 by C.M. de la Vega (Author)		
<b>Designed plan of teaching:</b>			
<b>Weeks</b>	<b>Lecture to be held</b>		
<i>Week 1:</i>	<i>Hyrje në Adobe After Effects</i>		
<i>Week 2:</i>	<i>Ndërfaqja e përdoruesit</i>		
<i>Week 3:</i>	<i>Korrigjimet bazë të fotove, zërit, videove</i>		
<i>Week 4:</i>	<i>Puna me përzgjedhje</i>		
<i>Week 5:</i>	<i>Bazat e shtresave</i>		
<i>Week 6:</i>	<i>Rregullime të shpejta</i>		
<i>Week 7:</i>	<i>Maska dhe kanalet</i>		
<i>Week 8:</i>	<i>Punë praktike</i>		
<i>Week 9:</i>	<i>Animacion tipografi</i>		
<i>Week 10:</i>	<i>Teknika grafike e sanimit</i>		
<i>Week 11:</i>	<i>E avancuar e rafinuar</i>		
<i>Week 12:</i>	<i>Punon me një maskë</i>		
<i>Week 13:</i>	<i>Përgatitja e skedarëve për paraqitje</i>		
<i>Week 14:</i>	<i>Rendering</i>		
<i>Week 15:</i>	<i>Punë praktike</i>		
<b>Academic Policies and Rules of Conduct:</b>			
<i>Regular attendance, keeping calm and active engagement in dialogue during lectures and exercises is mandatory.</i>			