

## A Problem Solving Course...

This course is really about giving you a bunch of tricky problems and some hints on how to get the best results. There's a good reason for doing it this way. I could teach you a bunch of natty tricks that do some cool things, but really, all I'd be giving you is just a bunch of natty tricks. They might be useful techniques – but the problem is that the real world is full of unexpected problems that call for unique solutions. If all you have is a bunch of tricks the odds are that you'll never find just the right spot to use them.

So this course consists of a series of problems for you to apply your creativity to. There are plenty of hints in the weeks to come, and technical info too, but most of the time you'll have a puzzle to work out. For the problems in this course there is no one right answer anyway.

I have worked through the problems quite carefully though, and each one is intended to stretch your technical and creative abilities in a different area. You will not only pick up lots of useful technical skill on the way, but more importantly you should gain an approach to problem solving that will help you forever.

It's also a lot more fun this way!

What's coming up...

This course has eight large-ish assignments which you will usually have two weeks to complete.

Week given	Week due	%	Topic
1	2	10%	Digital matte Painting
3	4	10%	Animating a still image (bringing a Rousseau painting to life)
5	6	10%	Sound design (adding audio to a silent film)
7	8	10%	Problem solving (fixing a poor special effect in an old film)
9	10	10%	Creating a film look (aging new footage to match 1920s)
11	12	15%	Greenscreen
13	14	15%	Project: Cutting on Action
15	17	20%	Creating a signature look (cutting together a fight scene)

The even numbered weeks are pretty much empty, but you'll have plenty of work in the odd numbered weeks to keep you busy!