DePaul CIM	**Animation Production II** Fall 2014 **|** M/W 1:30pm– 3:00pm **|** location: CDM 527 Instructor: Devin Bell
ANI 340	Office: CDM 512 Email: dbell@cdm.depaul.edu Phone: (312)362-6156 Office hours: M/W 11:45am-1:15pm Class Vimeo Group (join on first day): https://vimeo.com/groups/ani340fall2014

Course Description:
Students will build on the skills learned in Animation Production I, and produce more ambitious projects. They are expected to exhibit sophisticated technique, storytelling and content, and work to develop as creative artists through self-critique. The successful planning and completion of projects on time is essential. PREREQUISITE(S): ANI 220 or ANI 240 and junior standing.

Learning Outcomes:

1) Students will develop pre-production techniques for planning complex shots and effects during the planning stages of each project.

2) Students will strengthen production skills in visual design, creating audio, editing and animating though a series of exercises with specific criteria and technical challenges.

3) Students will study advanced animation pipelines for professional projects, and apply production techniques to their own projects to meet weekly deadlines.

4) Students will complete two animated short films that demonstrate a high level of professional polish.

Overview:

In this course, students will work to complete two short pieces of animation. The first piece will have assigned parameters in terms of method and style, while the second has fewer limitations. Both projects should demonstrate sophisticated techniques with an emphasis on visual style, character design and/or animated effects.

This course is designed to give advanced animation students the opportunity to produce a piece that displays creativity and technical excellence. Students may choose to work in any medium for the final film, including but not limited to hand-

drawn animation, CGI, stop-motion, digital cut-out animation, rotoscoping, compositing, motion capture, and experimental techniques.

A key component of this class is to demonstrate the ability to set and meet reasonable goals for production. Projects should be creative and ambitious, yet fit the allotted timeframe. **Films are expected to demonstrate a high degree of professional polish in their final stages. Sound is required for both animations.**

Class sessions will consist of critiques of student work, screenings and demonstrations of relevant techniques.

Attendance Policy: More than two absences will automatically result in a one-letter grade reduction for the course. Any student missing five or more classes will receive an "F" for the quarter. Contact me before class if you are unable to attend. Being late to class two times counts as one absence.

You are responsible for any missed lectures and assignments. If you miss a class, it is still your responsibility to turn in the assignment on time. Lecture notes alone will not make up for missed work.

You may not miss the midterm or final class date. Doing so will equal an automatic two letter grade reduction of your final grade. If for some reason you cannot make one of these dates, contact me BEFORE the class that you must miss. Excuses given after the fact will not be accepted.

No incompletes will be given without documented proof of circumstances beyond your control.

Important dates for Fall 2014:

- **September 16- last day to add/drop classes**
- **September 23- last day to withdraw with no tuition penalty**
- **October 28- last day to withdraw**

Class Work: Assignments (typically weekly checkpoints)
- Must be completed and submitted online one hour BEFORE class starts. Late assignments will be accepted for partial credit by teacher discretion only. Class time is for working with the material at hand, not finishing late assignments.
- Late work:
  - Late work will not be accepted unless approved of PRIOR to the class in which it is due or accompanied by a valid medical excuse.

* BACK UP YOUR WORK: Failure of computer software and or Hardware will not be accepted as an extenuating circumstance for late projects or incomplete grades so back up your work daily.

* <u>Accommodations/Disabilities:</u> If you have any particular considerations or concerns, please talk to me and/or contact the Center for Students with Disabilities (CSD) at: <u>csd@depaul.edu</u>.

Grading

2 projects: Short Project 1= 20%, Project 2= 80%
Each stage of production will be graded individually weekly; regular constructive participation during critiques factors in to your final grade as extra credit.

	A = 100-93	A- = 92-90	
B+ = 89-88	B = 87-83	B- = 82-80	
C+ = 79-78	C = 77-73	C- = 72-70	
D+ = 69-68	D = 67-63	D- = 62-60	F = 59-0

<u>Standards for Achievement:</u>

Grade A:
Student performs in an outstanding way. Student exhibits achievement and craftsmanship in all work. Design criteria is exceeded and student challenges him/herself in project design. Student exhibits commitment to expanding ideas, vocabulary and performance.

Grade B:
Student performs beyond the requirement of the project. Student exhibits above average progress and craftsmanship. A design criterion is exceeded. Student exhibits above average interest in expanding idea, vocabulary, and performance.

Grade C:
Criteria of assignment is met, and all requirements are fulfilled. Student shows average quality work and minimum time and effort on projects. Student shows moderate interest.

Grade D:
Student performance is uneven and below average. Requirements for projects are only partially fulfilled. Minimal interest is shown and attendance, participation and involvement are inadequate.

Grade F
Student fails to meet minimum course requirements and shows no interest.
Levels of participation and craftsmanship are extremely poor. Student's attendance is inadequate.

Requesting an incomplete grade:
An incomplete grade may only be assigned to a student if the student has experienced an extenuating circumstance near the end of the term, the student is in good standing in the class, and the request is made before the end of the term.

Cell Phones

Use of cell phones in the class and the lab is prohibited. Please turn your phone off before entering class. Mistakes will happen (to me too), but repeated failure to turn your phone off will result in a lowered grade for the class. All phone conversations should be conducted outside the class.

Computer Use   Use of lab computers during class is for animation work only. It is unacceptable to check e-mail, browse or social network while class is in session; it's not only rude, but distracting. Repeated misuse of lab computers will result in a lowered grade.

Headphones- Come prepared with your own pair, as we will be working with audio for both projects. Whether working with sound in your project, or simply listening to music while working, you need to be considerate of others and wear headphones. Be aware that if the volume is high enough, others can still hear what you're listening to despite the headphones. Inconsiderate behavior will result in a lowered grade.

Academic Integrity and Plagiarism   This course will be subject to the university's academic integrity policy. More information can be found at http://academicintegrity.depaul.edu/. If you have any questions be sure to consult with your professor.

Academic Policies   All students are required to manage their class schedules each term in accordance with the deadlines for enrolling and withdrawing as indicated in the University Academic Calendar. Information on enrollment, withdrawal, grading and incompletes can be found at: cdm.depaul.edu/enrollment.

Materials and Supplies   You will need access to the Adobe Creative suite (Photoshop, Flash and After Effects); other materials vary depending on your choice of media for the second film. Tools are available in the main CDM computer labs. For work in progress, a USB drive or small hard drive is highly recommended.

Any work *not* submitted via D2L should be clearly labeled:
-Your name
-The name of the assignment
-The class number and name you are submitting the assignment for
-The term (ex. Fall 2014)

Online Course Evaluations   Evaluations from students are a required part of the course and help the instructor recognize areas for improvement. Evaluations are anonymous. Students are sent periodic reminders automatically over three weeks, or until the evaluation is complete. Students complete the evaluation online in CampusConnect.

Schedule   **This schedule is subject to change throughout the semester**, and will be adapted to fit the needs of the students. In the event of a change, it will be discussed in class, posted under Announcements on D2L and you will be notified via e-mail.

	Lecture	**Assignment**
Week 1 Sep 10	**Introduction to the Short Project I**	Storyboards
Week 2 Sep 15 _____ Sep 17	**Critique Storyboards** Techniques demo _____ **Critique Animation** Short Films and Sound Design	Animation, sound _____ Complete all animation Begin final post & sound
Week 3 Sep 22 _____ Sep 24	Post production and output Individual progress critiques _____ **Critique final- Short Project 1** **Introduction to Project 2**	Final render with sound _____ Concepts for Project 2 (practice pitching these and time yourself)
Week 4 Sep 29 _____ Oct 1	Pitches in class- commit to idea, begin storyboarding _____ **Critique Storyboards** Pre-visualization techniques	Storyboards _____ Animatic
Week 5 Oct 6 _____ Oct 8	Dialogue, sound & music Individual progress critiques _____ **Critique final Animatics with sound** Art direction/research	Polished Animatic with rough sound _____ Visual Development
Week 6 Oct 13 _____ Oct 15	**Critique Visual Development** More R&D, defining the *animation look test* _____ **Critique Animation Look Tests** Production	*Animation look test(s)* _____ Characters modeled

Week 7 Oct 20 _____ Oct 22	Individual progress critiques _____ **Critique Characters** **World building**	Characters- animation ready _____ Environments/sets/BGs
Week 8 Oct 27 _____ Oct 29	**Prepping all assets for "shooting"** _____ **Critique Environments/sets/BGs** **Defining blocking**	Environments/sets/BGs _____ Assets/lights/setup/blocking Begin Animation
Week 9 Nov 3 _____ Nov 5	**Critique Blocking** **Animation pipeline** _____ **Individual progress critiques**	Animation 25% complete _____ Animation 50% complete
Week 10 Nov 10 _____ Nov 12	**Critique Animations in progress** _____ **Marketing- portfolios, demo reels &** **festivals**	Animation 75% complete _____ Wrap Animation (turn in complete rough cut)
Week 11 Nov 17	**Individual progress critiques**	Final Film with sound mix
Week 12 **(finals week)** Nov 24	**Final project due 1 hour before class** **ATTENDANCE MANDATORY** FINAL WILL BE HELD IN SAME ROOM Monday, November 24, 11:45am-2:00pm	