

DePaul
CIM

ANI 394

Animation Project I

Fall 2014 | Tu/Th 3:10 – 4:40 CDM rm 527

Instructor: Josh Jones

Office: CDM 517

Email: jjones@cim.depaul.edu (best way to reach me)

Phone: (312)362-5876

Office hours :

Tu: 11:40-12:40pm

Th: 11:40-12:40pm, 4:50 – 5:50pm

Course Description

This production-based course comprises the first of a two-course sequence that provides the student with an Animation capstone experience. These courses connect the student's Animation coursework with their overall Liberal Studies coursework through three components: class lectures and discussions, independent analysis and reflection, and the creation of a significant animation project. Students will employ the knowledge they have learned and the skills they have acquired in all their Animation courses to date to produce a significant animation project. The course sequence is designed to be taken in two consecutive quarters.

Course Objectives

This course will concentrate on facilitating the student's production of animation projects. The topics of idea generation, experimentation, problem solving, planning and time management, and the process of critical analysis will be applied to the student's work, with the choice of animation technique, content and form left to the individual. Students will learn the importance of bringing projects to completion.

The purpose of this class is to help you succeed in creating your animation.

Texts and Materials

REQUIRED TEXTS:

None

RECOMMENDED TEXTS:

"The Animators Survival Kit"

Richard Williams, Publisher: Faber and Faber Inc. 2001

Acting for Animators

Ed Hooks, Publisher: Heinemann

Reference Websites

www.awn.com

www.animationmeat.com

www.stopmotionanimation.com

www.montereymotiongraphics.com/armatures/index.html

www.autodesk.com

www.learning-maya.com

www.creativecrash.com

Attendance Student absences are not expected to exceed more than 2 absences. A third absence will result in the lowering of your final grade one full letter. Any student missing 4 classes will be given a grade of "F" for the semester.

The student is responsible for any lectures or assignments missed. If an assignment is due a week that you are absent, it is your responsibility to make sure it still arrives on time. This is for your benefit. A good portion of our class time will be spent doing hands on tutorials, screening films, and critiquing work. Lecture notes or watching lectures online will not make up for these missed learning experiences.

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 you must contact your instructor 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.

Work Expectations The Two Rules

Rule 1: The most important thing this quarter, is that you dedicate quality work time each week towards your film. This isn't the type of project you can do all at once at the end of two quarters! You should plan to put aside *at least* 8 hours on your project per week. Any additional hours you put in on top of this will just raise your quality that much higher.

Rule 2: You must bring something to work on during each class regardless of what is due that day.

Class Work Assignments

- The majority of your grade for each assignment will be based off of a combination of whether or not you actually completed the work, and how creative you were with the assignment. Work that has been thrown together thoughtlessly or is incomplete will earn you a C or D. Work that is completed will be given a B or A. Your actual grade within that range will depend upon the quality of what you did complete.
- **Late work:** Because the majority of grade for each assignment is based off of completeness, any late assignments will be an automatic F for that assignment.
- **Written Assignments:** Must be typed.
- **Digital Assignments:** All assignments handed in digitally must be in the following format (please note upper and lower case usage)
 - lastnameFirstname_projectname.extension
 - example: jonesJosh_Animatic.mov

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 on a regular basis and always save incrementally if working on a computer.

Special Accommodations: If you have any special considerations please see the instructor.

Critiques Unless I tell you otherwise, assigned work must be completed and submitted through COLweb one hour BEFORE class starts. This will keep us from wasting valuable class time. **Handing in something unfinished is always better than nothing at all.** Due to the large size of our class, and the limited class time, not everyone's work will get a full review during class. If you'd like more feedback, arrange to discuss your work with me during my office hours. We will view and discuss everyone's final project during the last class.

Grading	Assignments	50% of grade
	Animatic Presentation	20% of grade
	<u>Final Presentation</u>	<u>30% of grade</u>
	Total	100%

	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

Headphones 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 Work done for this course must adhere to the DePaul University Academic Integrity Policy, which you can review in the *Student Handbook* or by visiting <http://studentaffairs.depaul.edu/homehandbook.html>.

Plagiarism The university and school policy on plagiarism can be summarized as follows: Students in this course, as well as all other courses in which independent research or writing play a vital part in the course requirements, should be aware of the strong sanctions that can be imposed against someone guilty of plagiarism. If proven, a charge of plagiarism could result in an automatic F in the course and possible expulsion. The strongest of sanctions will be imposed on anyone who submits as his/her own work a report, examination paper, computer file, lab report, or other assignment which has been prepared by someone else. If you have any questions or doubts about what plagiarism entails or how to properly acknowledge source materials be sure to consult the instructor.

Materials and Supplies All assignments in this class will be either transmitted digitally online via the D2L system. Instructor will notify preferred method of submission for each assignment.

Any assignment handed in late or when not present in class may be put on a CDROM, DVD, or flash drive and sent to my mailbox on the 4th floor of the CDM building.

All CDROM's and DVD's must be labeled clearly with the following information:

- Your name
- The name of the assignment
- The class number and name you are submitting the assignment for
- The term (ex. Fall 2006)

Schedule

This schedule is subject to change throughout the semester, and will be adapted to fit the needs of the students.

Unless otherwise noted, all assignments will be submitted in digital format online 1 hour prior to class. Assignments may be submitted earlier.

Lecture

Empty Box

Week 1 Sept 11	Overview of both semesters, Goals, Group Projects, Collaboration sites, Skype channels, planning.	
Week 2 Sept 16, 18	Present Scripts/Proposals Class Critique	
Week 3 Sept 23, 25	Storyboards Due Group Critiques	
Week 4 Sept 30, Oct 2	Animatic First Draft Due Individual/Group Critiques Note: Animatics for 3D Projects must be in 3D. Playblasts are acceptable.	
Week 5 Oct 7, 9	Class Presentation of Final Animatics	

Week 6 Oct 14, 16	Concept Art Due Reference art, character concepts, environment concepts, color palettes	
Week 7 Oct 21, 23	<p style="text-align: center;">Milestone 1</p> 3D – One Character Model Complete 2D – 8 seconds of animation complete Experimental – TBD by instructor	
Week 8 Oct 28, 30	Individual Critiques In Class Work Time	
Week 9 Nov 4, 6	<p style="text-align: center;">Milestone 2</p> 3D – One character textured and rigged 2D – 16 seconds of animation complete Experimental – TBD by instructor	
Week 10 Nov 11, 13	Individual Critiques In Class Work Time	
Week 11 Nov 18	Prep for Final Presentation	
Final Nov 25	<p style="text-align: center;">Final Critique!</p> <p>Tuesday November 25th, from 2:45 – 5:00pm ATTENDANCE IS MANDATORY</p> <p>3D: 10 seconds of animation due and cut into completed and polished animatic. At least one shot must be completely finished...textured, lit, and rendered.</p> <p>2D: 20 seconds of animation due and cut into completed and polished animatic. At least 10 seconds must be completely finished, "inked and painted", with background.</p> <p>Experimental: TBD by instructor</p>	