

DePaul  
CIM

ANI 395

## Animation Project II

Winter 2015 | T/Th 11:50-1:20 p.m. | CDM rm 527

Instructor: Josh Jones

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Office hours : **T/Th:** 10:00-11:00am **Th:** 9-10pm

### Course Description

Continuation of ANI 394. This production-based course is the second half 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. **PREREQUISITE(S):** ANI 394

### 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.

### 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

##### **"The Art of 3-D Computer Animation and Effects, Third Edition (Paperback)"**

Isaac Victor Kerlow

Publisher: John Wiley & Sons; 3 edition 2003

##### **"Stop Staring"**

By Jason Osipa

Mel Scripting:

##### **"Mel Scripting for Maya Animators"**

By Mark Welkins

#### Reference Websites

[www.awn.com](http://www.awn.com)

[www.lynda.com](http://www.lynda.com)

[www.animationmeat.com](http://www.animationmeat.com)

[www.stopmotionanimation.com](http://www.stopmotionanimation.com)

[www.montereymotiongraphics.com/armatures/index.html](http://www.montereymotiongraphics.com/armatures/index.html)

[www.autodesk.com](http://www.autodesk.com)

[www.learning-maya.com](http://www.learning-maya.com)

[www.creativecrash.com](http://www.creativecrash.com)

#### Attendance

As this is a film production class, a significant portion of your time will be spent in class doing work. It is your responsibility to make sure that you bring enough materials to class each week so that you can work effectively. Leaving class early will be considered an absence. Student absences are not expected to exceed more than 2 classes. 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 will not make up for these missed learning experiences.

**You may not miss 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 consistently work. You are required to put in **at least 8 hours on your project per week**.

**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 on whether or not you actually completed the work and not necessarily the quality. 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 D2L 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**

- 10% Reading Analysis
- 10% Creative Statement (Part 1 & 2)
- 10% Rough Sound
- 25% Amount of sustained work on project over the quarter (meeting the 4 project milestones)
- 45% Finished animation

	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

**Your grade will depend on the following criteria:**

- **Meeting Project Deadlines:** It is vital to have your work available for critique. Work unavailable for critique will be considered graded as a zero.
- Creativity and personal input into execution of project
- Coming prepared to class, including assigned reading and assignments
- Showing in-progress work, which can benefit from suggestions, rather than presenting entirely new work at critiques
- Taking initiative to work outside of class and research
- Hard work and sweat
- Participation in critiques and discussions

<b>Cell Phones</b>	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 – don't disturb those working in the lab and put others in an uncomfortable situation.
<b>Headphones</b>	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.
<b>Academic Integrity</b>	Work done for this course must adhere to the DePaul University Academic Integrity Policy, which you can review in the <i>Student Handbook</i> or by visiting <a href="http://studentaffairs.depaul.edu/homehandbook.html">http://studentaffairs.depaul.edu/homehandbook.html</a> .
<b>Plagiarism</b>	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.
<b>Materials and Supplies</b>	<p>All assignments in this class will be either transmitted digitally online or via CD/DVD if notified beforehand.</p> <p>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 4<sup>th</sup> floor of CTI.</p> <p>All CDROM's and DVD's must be labeled clearly with the following information:</p> <ul style="list-style-type: none"> <li>-Your name</li> <li>-The name of the assignment</li> <li>-The class number and name you are submitting the assignment for</li> <li>-The term (ex. Fall 2006)</li> </ul> <p>Flash Drives</p> <ul style="list-style-type: none"> <li>-Must include on your clearly labeled homework submission and...</li> <li>-a separate Word doc that contains the information above listed under CD/DVD submission</li> </ul>

## 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.

	<u>Subject/Assignment Due</u>	<u>Synopsis</u>
<b>Week 1</b> Jan 6, 8	Review of syllabus, quarter plan. Reading and reflection. Individual meetings to review project progress.  <b>Lecture on sound</b>	
<b>Week 2</b> Jan 13, 15	<b>Milestone 1: 20% of animation due</b> Individual Critiques	20% animation
<b>Week 3</b> Jan 20, 22	<b>Soundtrack roughed in, sound screening</b>	Rough sound
<b>Week 4</b> Jan 27, 30	<b>Milestone 2: 45% of animation due</b> In Class Screening	45% animation
<b>Week 5</b> Feb 3, 5	<b>Reading analysis due.</b> Lecture on Creative Statement	Reading Analysis
<b>Week 6</b> Feb 10, 12	<b>Milestone 3: 75% of animation due</b> Individual and Group Critiques	75% animation
<b>Week 7</b> Feb 17, 19	Creative statement Part 1 due	Creative Statement
<b>Week 8</b> Feb 24, 26	<b>Milestone 4: 100% of animation is due</b> In-progress screening	All Animation Complete
<b>Week 9</b> March 3, 5	Lecture on Demo Reels, resume format, design, cover letters.	Resumes and Reels
<b>Week 10</b> March 10, 12	<b>Final Screening! Films must be completed. Attendance is mandatory.</b> Failure to submit finished project and be present will each lower final grade for the project by one grade.	Films Complete Final Screening
<b>Week 11</b> March 17	<b>Final creative statement and resume due for critique.</b>  Tuesday March 17, 11:45 – 2pm <b>Attendance is mandatory.</b>	Final Creative Statement