

Animation for Non-Majors- ANI 101

Fall 2015 / Tuesday/Thursday 10:10 am – 11:40 am
CDM Room 222

Instructor: Jason Sandri

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Office Hours: Tuesday and Thursday 8:40 am - 10:10 am

Location: CDM Room 222

Course Description: This course introduces a variety of basic animation techniques for cinema and gaming, such as hand-drawn, cutout, stop-motion and (very basic) 3D, with an emphasis on the use of computer technology. Examples of diverse animation genres and styles (experimental, cartoon, anime, special effects, computer games) from different cultures will be screened and discussed. Students will explore the unique qualities of the medium through a series of hands-on projects that can be adapted to their own personal interests. They will learn about professional animation process (storyboard and animatic) during the production of a final project that encourages them to consider the role and potential of animation in our society.

Prerequisite(s): None

Course Objectives: Upon completion, students should be able to analyze animated works and effectively express their critical analysis in verbal and written forms. Students should also have an understanding of the basic principles of animation as an art form, as well as the fundamental abilities necessary to produce such work of their own creation.

Required Text and Materials:

- The Animation Bible By: Maureen Furniss
- Portable storage device 8 GB or larger
- Art & Paper supplies as needed for assignments.

Additional “Things to Know”: You are not required to be an accomplished artist in this class, however we will be animating, and animation is *time consuming!* You should anticipate to spend at least 3-4 hours per week on course work, and you are expected to wisely manage your time. Much of your work will be on a computer—file storage and safety is **your** responsibility. There will be **no** exceptions made if you don’t adequately save and back up your work—computers crash and flash drives get lost. All assignments must be completed and turned in by the due date listed on D2L, *period*.

We will also be watching animated films and discussing/analyzing them verbally and in written form. Critical film analysis will be something discussed and practiced throughout this course, and your goal should be to expand your understanding of art and animation through these discussions and assignments. There are no right and wrong answers, but you are expected to put thought and effort into your comments and assignments.

Lastly, much of the software we will be using in this course is complicated, especially for first time users. I will make every effort to clearly explain the tools we will be using in the programs, but students are expected to survey their own learning curve and perform accordingly. This means if you don't understand something, you should be asking questions, and some students may require additional hands-on time outside of class.

Attendance and Participation: Students are expected to attend and participate in each class, be present for the start of class, and remain for the duration. Arriving late or leaving early is considered a tardy. Two late arrivals or early departures will be counted as one full absence. Over 20% absence constitutes failure of the course. Since this class meets twice weekly, 20% equates to four meeting dates. It is the responsibility of the student to keep up on any materials and assignments missed from absence. *You are required to attend on the day of the final.* Participation will be measured by in-class interaction, and students are highly encouraged to ask questions and offer comments relevant to the day's topic and peer work. It is the expectation that all dialogue in this course is civil and respectful of the dignity of each student.

Cell Phones: If you bring a cell phone to class, it must be off or set to a silent mode. Should you need to answer a call during class, students must leave the room in an undistruptive manner. Out of respect to fellow students and the professor, phone use is never allowable in class. If you are required to be on call as part of your job, please advise me at the start of the course.

Eating and Drinking: Absolutely allowed, but please be respectful of your fellow students, our equipment, and our facility.

...The Fine Print...

Online Course Evaluations: Evaluations are a way for students to provide valuable feedback regarding their instructor and the course. Detailed feedback will enable the instructor to continuously tailor teaching methods and course content to meet the learning goals of the course and the academic needs of the students. They are a requirement of the course and are key to continue to provide you with the highest quality of teaching. The evaluations are anonymous; the instructor and administration do not track who entered what responses.

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.

Students with Disabilities: Students who feel they may need an accommodation based on the impact of a disability should contact the instructor privately to discuss their specific needs. All discussions will remain confidential. To ensure that you receive the most appropriate accommodation based on your needs, contact the instructor as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted the Center for Students with Disabilities (CSD) at: csd@depaul.edu.

Lewis Center 1420, 25 East Jackson Blvd.
Phone number: (312)362-8002
Fax: (312)362-6544
TTY: (773)325.7296

...More Important Stuff...

Assignments: All assignments are due by the date and time listed on D2L, **no exceptions!** Assignments uploaded within one hour past the due time will be docked 50% of the total points for the assignment, prior to grading. Assignments turned in later than one hour past the due date/time will be given a zero. Don't fail because of late work—be on time!

Grading:

10% Attendance & Participation
60% Weekly Assignments
15% Critical Analysis Paper
15% Final Project

Lab Days: Since our main classroom is not equipped with computers, we will hold **six classes** in an alternate computer lab location. We will begin and end class in the computer lab, so plan accordingly.

Lab Location: CDM room **658**

Lab Dates: (All are Thursdays)

- **9/17**
- **9/24**
- **10/8**
- **10/22**
- **11/5**
- **11/12**