
ANI 360 ADVANCED MOTION GRAPHICS
AUTUMN 2015 SEC 401
DEPAUL UNIVERSITY
14 E. JACKSON ROOM 210

PROFESSOR: Christopher Kalis
EMAIL: ckalis@cdm.depaul.edu

TEXT BOOKS:

*There are no required texts for ANI360.
These texts are suggested:*

***The History of Motion Graphics:
From Avant-Garde to Industry in the
United States*** by Michael Betancourt. Wildside
Press, 2013.

After Effects Apprentice by Trish and Chris
Meyer. Focal Press, 2007.

***Creating Motion Graphics with After
Effects: Essential and Advanced Techniques***
by Trish and Chris Meyer. Focal Press, 2010.

***Motion Design: Moving Graphics for
Television, Music Video, Cinema, and
Digital Interfaces*** by Matt Woolman.
RotoVision SA, 2004.

PREREQUISITE:

Ani 260: Motion Graphics

ADVANCED MOTION GRAPHICS

MONDAY AND WEDNESDAY 10:10 – 11:40am

COURSE INFORMATION <https://d2l.depaul.edu>

OFFICE HOURS: 12pm – 1:20pm, Mondays and Wednesdays, CDM Building, Room 478

DESCRIPTION:

This course builds on motion graphics fundamentals covered in ANI260 Motion Graphics. In ANI 360: Advanced Motion Graphics, students will work to develop a better understanding of how to develop a distinct visual style in both personal work and in work for clients. The course also focuses on gaining familiarity with contemporary styles and trends in professional motion graphics, and an awareness of Chicago-based motion graphics production.

COURSE OBJECTIVES / LEARNING GOALS:

An emphasis will be placed on connecting the fundamental principles of animation with the After Effects workflow, to develop advanced motion graphics skills.

Students should have a solid knowledge of the following subjects by the end of this course:

- Typographic design for film, television, and digital media
- Presentation of data and information through moving graphic design
- Use of original research as preparation for original design work

YOUR GRADE WILL DEPEND ON THE FOLLOWING CRITERIA:

- Inventiveness and originality – a heavy emphasis on experimentation
- Be interesting – your peers will judge the most interesting projects, make sure yours stand out
- Meeting Project Deadlines: NO late assignments accepted. Not turning in assignments will SIGNIFICANTLY hurt your final grade!
- 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
- Effective visually aesthetic solutions to all problems assigned
- Technique
- Hard work and sweat
- Participation in critiques and discussions

ATTENDANCE POLICY:

Excused absences: You are allotted 20% of the number of the classes scheduled for the quarter (for a night class, that's two classes. For a twice-a-week class, that's four). More than that and you will not pass the class. Note that THESE are your excused absences – if there is an emergency or you must miss class, this is what these excused absences are for. These excused absences are NOT for being lazy, so use them wisely as there will be NO exceptions.

Tardiness is defined as not in the classroom when attendance is called or departing before the class has been formally dismissed by the instructor. Tardiness that exceeds thirty minutes will be counted as an absence. TWO late arrivals or early departures, or a combination of both, are counted as one absence. If you arrive late for class, it is your responsibility to make sure that you have been marked tardy rather than absent.

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

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.

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COURSE WORK

This class is project-based and work-intensive. 90% of your grade will be based on three projects and WIP check-ins.

All assignments and grades will be listed on D2L <https://d2l.depaul.edu/>

All projects will be submitted for work-in-progress critiques. You will submit these through Vimeo so you need to register for an account. Final versions of projects need to be turned in as Quick-Time movie files to D2L and uploaded to Vimeo. The class Vimeo page can be found at:

<http://www.vimeo.com/groups/ani360fall2015>

NO LATE ASSIGNMENTS WILL BE ACCEPTED

(emergencies and accidents happen, you get one freebee assignment that may be submitted late).

However, the first two projects (this does not include WIP milestones) turned in – assuming they receive at least a passing grade (basically you tried to do the work and got at least a C-) - may be resubmitted before the final class of the quarter with fixes and changes for a (potentially) better grade. Rarely in real life will you receive any credit for something not submitted when it was asked for, but you will often be asked to make changes.

You can learn more about AfterEffects at:

Adobe.com

<https://helpx.adobe.com/after-effects.html?promoid=KSPEB>

Lynda.com

<http://www.lynda.com/After-Effects-tutorials/After-Effects-CC-Essential-Training-2015/371399-2.html>

SUPPLIES

This class will involve a large amount of sitting in front of a computer screen. Never trust that your work is safe on a lab computer! Also don't trust that a USB thumb drive will live forever! You need to develop safe work habits, so losing work will not be accepted as an excuse in this class.

At minimum, you will need a USB thumb drive to save and back up your work this quarter. A larger hard drive is recommended. The capacity is up to your judgement. Dropbox.com or Google Drive are also excellent ways of storing and transporting files. Both of which have a fair amount of space available for free.

GRADING AND EVALUATION

90–92%	A-	
87–89%	B+	Tutorials and In-Class Exercises 10%
83–86%	B	Projects 40%
80–82%	B-	Final Project 20%
77–79%	C+	Participation in Discussion + Critiques 10%
73–76%	C	
70–72%	C-	
67–69%	D+	Grades are like money in a bank account—
60–66%	D+	you only have what you put in.
59–0%	F	

A indicates total excellence,

B indicates good work,

C indicates average, uninspired work

D work is unsatisfactory

F is egregious, abysmal

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SOFTWARE

Students may use the following resource to locate open labs with the Adobe Creative Suite software: <http://www.cdm.depaul.edu/cim/academics/Pages/CIMLabResources.aspx>
Please note that you must use your DePaul student ID to access the classrooms.

In this course we will use **Adobe After Effects**. I will give brief demonstrations of the software. Hand outs will be posted on the website and D2L. If you need help there are tutorials available on DVD in the 9th floor DC Cage. You can also google search tutorials for specific issues that come up while using software. You can look for video tutorials on Youtube or Lynda.com

CDM tutors are also available in certain labs.

RESOURCES FOR 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 either the PLuS Program (for ld, ad/hd) or The Office for Students with Disabilities (for all other disabilities) at:

student center, lpc, suite #370
phone number: (773)325.1677
fax: (773)325.3720
tty: (773)325.7296

EMAIL

Email is the primary means of communication between faculty and students enrolled in this course outside of class time. Students should be sure their email listed under "demographic information" at CampusConnect is correct.

PHONES, LAPTOPS, HEADPHONES

Phones, laptops computer use, headphones, and other devices are not allowed in class unless otherwise stated. Please turn your phone off before class starts. Keep your phone in your bag, not in your pocket or on the desk. Phones are distracting to the individual in class, the professor, and to others sitting around the student.

Students will be instructed to turn their monitors off and turn their monitors around to face the instructor to communicate that they are not using the computer, and to decrease temptation for using the computer. If you need to make an important call, please leave the classroom. Any student using the above in class will be told to stop and subject to a 5% graded reduction for the quarter.

PROFESSIONALISM

A professional and academic attitude is expected throughout this course. Measurable examples of non-academic or unprofessional attitude include but are not limited to: talking to others when the instructor is speaking, mocking another's opinion, cell phones ringing, emailing, texting or using the internet whether on a phone or computer.

If any issues arise a student may be asked to leave the classroom. The professor will work with the Dean of Students Office to navigate such student issues. Please do not speak to the person next to you during class. This is distracting to the professor as well as other people around you. Such behavior demonstrates a lack of respect for the instructor, the class, and fellow students. If a student has something to say (related to the subject at hand) they are encouraged to raise their hand and wait to be called on. Otherwise, please keep comments to yourself.

ABOUT YOUR PROFESSOR

Chris Kalis' multidisciplinary work combines motion graphics, animation, sound design, film scoring, and interactive media. He is a co-founder of Plural Design and the electronic music collective Chandeliers. In 2015, Chandeliers composed and performed a live soundtrack to Marcell Jankovics' animated masterpiece "Fehérlófia" and the theme music to the animated short "Let it Beard". Chris has exhibited video and graphic work at the Hyde Park Art Center, the Co-Prosperity Sphere, and the Public Works Gallery. His music has received praise from The WIRE, Pitchfork, and the Chicago Tribune. He was selected to contribute design work to the "X/1 Ten Words and One Shot" book published by Deutsche & Japaner, Germany and was featured in the Typeforce 4 Catalog, along with DePaul Graphic Design students, for an interactive exhibition they created for Typeforce, The Annual Show of Emerging Typographic Allstars. He is currently working on the score to the feature film "Orders".

CHANGES TO SYLLABUS

With the exception of the departmental policies, this syllabus is subject to change in order to accommodate the activities and progress of the studio. In the event of a change, students will be notified in class or via email.

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](http://studentaffairs.depaul.edu/homehandbook.html).

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SCHOOL POLICIES

ONLINE INSTRUCTOR EVALUATION

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. A program is used to check if the student completed the evaluations, but the evaluation is completely separate from the student's identity. Since 100% participation is our goal, students are sent periodic reminders over two weeks. Students do not receive reminders once they complete the evaluation. Students complete the evaluation online at <https://mycti.cti.depaul.edu/mycti>

ACADEMIC INTEGRITY POLICY

This course will be subject to the academic integrity policy passed by faculty. More information can be found at <http://academicintegrity.depaul.edu/>

PLAGIARISM

The university and school policy on plagiarism can be summarized as follows: Students in this course 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 any 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.

INCOMPLETE

An incomplete grade is given only for an exceptional reason such as a death in the family, a serious illness, etc. Any such reason must be documented. Any incomplete request must be made at least two weeks before the final, and approved by the Dean of the College of Computing and Digital Media. Any consequences resulting from a poor grade for the course will not be considered as valid reasons for such a request. 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 any 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.