

ANI 240 PRODUCTION I SYLLABUS

WINTER 2016 T/TH 3:10 – 4:40pm CDM room 722

Instructor: Steve Socki email: ssocki@cdm.depaul.edu

Office: CDM 511 Hours: Wednesdays: 10:00am – 2:00pm, and by appointment

Office Phone: 312-362-8273

Course Description:

This course will concentrate on facilitating the student's production of animated 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. Be prepared to work about 6 hours outside of class each week, and to spend even more finishing the final project.

Prerequisites: ANI101 or ANI201, and sophomore standing

Learning Goals:

- Understand entire process of creating short animated film projects
- Research a variety of visual inspiration sources from photography, fine art, and contemporary artists
- Design and plan 4 short animated projects applying visual influences
- Complete all projects on time and at a professional level of quality
- Incorporate titles, sound, compositing and editing on each project

Learning Outcomes:

- Design and develop visual direction from personal research
- Create storyboards and characters for four short original animated films
- Complete four animated assignments, on time, at a professional level of quality
- Incorporate animated titles, audio elements, camera moves, and refined editing into two of the four projects

Overview:

This course focuses on exploring different avenues of personal expression by creating and completing four animation projects start to finish. Students will gain experience in a studio environment where both students and instructor share knowledge and feedback. They will become comfortable giving and receiving criticism, and they will develop curiosity and appreciation for different types of animation.

Requirements:

Each student is required to attend class on time, stay for the duration of class, to give full attention to screenings and lectures in class, to produce assignments demonstrating their grasp of technical concepts and ability to think creatively, to participate in discussion and critiques, and to have a respectful, positive, hard-working attitude throughout the semester.

Assignments:

All assignments will be submitted on D2L one hour BEFORE class. Your file needs to include your first name. Files need to be rendered at a lower quality, at H.264, compressed, or they will not work on D2L – keep under 200 Mb.

You must expect to work about 6 hours per week outside the classroom. Those who want to get more out of the class will put extra time toward their projects. During the end of the quarter, you can expect to put in more time, as you will be making your final project.

Completed projects not submitted on the due date will be lowered one full grade. Projects one week late only receive partial credit. Projects more than 10 days late are not accepted.

Maya and stop-motion techniques are not normally used in this course due to the time limitations. Students proficient with these techniques may use 3D software if they complete the work by the deadlines.

Recommended Text:

The Animator's Survival Kit By Richard Williams

Online Reference:

Lynda.com for all work in *Flash* and *AfterEffects*

Video Reference on D2L:

ColTube will link you to all the Richard Williams instructional videos and files. There are also historic animated films included that may be referenced in the class.

Participation:

Participation is 5 to 10% of your grade. Offering thoughtful feedback and incorporating the constructive criticism of your peers into your work are two ways that you can set yourself apart from the crowd. If I do not hear from you all quarter, you will not receive the full 10 points toward your final grade.

Equipment, Materials & Supplies:

External Hard Drive or Flash/USB Drive. You will need an external, portable hard drive or a USB/flash drive that allows you to back up your media, thereby giving you independence from shared storage space (the computer's main hard drive) where random disaster might strike! The drive should be Firewire 800, 400 or USB 2.0 or 3.0, and compatible with Windows or Mac operating system - all your choice.

Online File Storage Site Account:

Please sign up for an online file storage site account (Box.net, Dropbox.com). Always back up your work! Losing a file is not a valid excuse for not completing assignments.

Lab Hours and Locations:

Students enrolled in Animation classes have automatic swipe access to 722, 527, and the stop-motion room on the 8th floor. Students enrolled in CDM classes have automatic swipe access to the 1st floor lab (PC), 4th floor lab (PC and MAC), 634 (PC) and the Student Center labs on the Lincoln Park Campus (PC and MAC). Labs are open 7 days a week.

For a complete list of computer lab hours, locations, and machine availability:

<http://www.cdm.depaul.edu/Current%20Students/Pages/LabsAndResources/LabsandResources.aspx>

Attendance Policy:

Student absences are not expected to exceed more than 10% (2 absences) of the number of the classes. If you miss 3 classes, your participation grade is lowered 30 to 40%. If you miss 4, your participation grade is 0 (this is 10% of your grade). If you miss 5, you will receive an "F."

An unexpected "Excused" absence must be requested through the Dean of Students, at the DePaul Center. You may be asked to provide written evidence. Do not ask the instructor for an excused absence.

If you are constantly late your participation grade will be lowered.

Grading:

Project 1 = 15 points

Project 2 = 25 points

Project 3 = 25 points

Project 4 = 25 points

Participation & Attendance = 10 points

TOTAL = 100 points

A = 100-93, A- = 92-90, B+ = 89-87, B = 86-83, B- = 82-80, C+ = 79-77, C = 76-73, C- = 72-70, D+ = 69-67, D = 66-63, D- = 62-60, F = 59-0

SCHEDULE: Subject to change throughout the quarter

WEEK 1A: Visual influences, Research Art, Time Management, Software Resources

WEEK 1B: Project 1: *Hand-Drawn Title*, Working with Time Limitations
Deadline to Add Class

WEEK 2A: Compositing Title Layers, Limited Colors & Textures

WEEK 2B: Project 1 Due, Class Critique
Sunday: Deadline to Drop with no Financial Penalty

WEEK 3A: Project 2, Inspiration Art Due, *Public Service Announcement - PSA*

WEEK 3B: Working Day in Class

WEEK 4A: Critique Project 2 Storyboard Animatics

WEEK 4B: Revisions on Animatics, in-class

WEEK 5A: Project 2 Due, Class Critique

WEEK 5B: Begin Project 3:- *Visual Poem*, concept development

WEEK 6A: Working with Sound, Creative Limitations

WEEK 6B: Work on storyboards in class

WEEK 7A: Project 3 Storyboard Animatics Due, Critique

WEEK 7B: In-class work on rough animation, Project 3
Sunday - Deadline for Withdraw from this class, for a "W" grade

WEEK 8A: Project 3 Due, In-class Critique

WEEK 8B: Intro to Project 4, Personal Journey/Self Portrait

WEEK 9A: Project 4 Storyboard due, Class Critique

WEEK 9B: In-class work, rough animation

WEEK 10A Tue, Mar 8: In-class work Project 4, rough animation, individual meetings

WEEK 10B Thu, Mar 10: In-class, individual meetings

FINAL CLASS: FINAL CRITIQUE Project 4 Must attend
Major deduction for Participation Grade if Absent or Late

Email:

I will answer email within 24-hours. Please be professional with brief and direct questions. I am always available to meet with you during posted office hours. I can usually arrange to meet on other days if you give me at least 2 day's notice.

Cell Phone Policy:

Texting or talking on cell phones in the classroom and lab is not tolerated.

Do Not Work on Other Projects in This Class:

This is distracting to others and disrespectful. More than 2 warnings will result in a major deduction of your participation grade. It is important to learn time management, plan to do your production work earlier in the day or on the weekends.

Classroom Behavior:

Excessive talking or distracting behavior creates an unprofessional atmosphere in the class. I will adhere to the standard 3-step protocol: 1. Email alerting you to the issue. 2. Meet with Student Advisor. 3. Contacting the Dean's office to begin procedures for removing you from the class.

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>

Learning Disabilities: Students who feel they may need an accommodation based on the impact of a disability should contact me privately to discuss their specific needs. All discussions will remain confidential. To ensure that you receive the most appropriate reasonable accommodation based on your needs, contact me as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted the following office:

Center for Students with Disabilities: <http://studentaffairs.depaul.edu/csd/>