ANI 152   TV PAINT WORKSHOP
Syllabus: Spring 2016

This software is currently installed in CDM 527, 722, and on some of the Cintiqs on the 9th Floor. Recommended that you download the trial version of this program for practicing on your own; however, files cannot be saved on the trial version.

Thursdays: 1:30 –3:00pm, CDM Room 527

Instructor: Steve Socki -   Email: ssocki@cdm.depaul.edu

Office Hours: Weds 11:00am – 2:00pm; & by appointment.   CDM 511, Phone: 312-362-8273

Learning Goals:

- Learn basic use of T V Paint software as an expressive tool in animation production work
- Experiment with software brushes, papers, and pencil tools to create a hand-drawn look
- Complete quick exercises in fundamental animation and submit to D2L
- Approach in-class exercises with enthusiasm, patience, and practice techniques on your own
- Output finished files into After Effects for Compositing

Learning Outcomes:

- Achieve proficient level of TV Paint for basic, hand-drawn 2D techniques
- Understand the basic levels of navigating this program
- Learn the built in system of tutorials and operations, so that you will never be stuck with the process of this software
- Appreciate the quality of professional work currently using this program
- Create personal, expressive animation using this program

No Textbooks Required

No Prerequisites, but ANI 201 is strongly suggested before enrolling in this course

Students should have working knowledge of Animation Programs including Flash and After Effects. Students without this experience should expect to spend more time learning this program.

Grading:

Weekly Assignments = 75%

Attendance & Participation = 10%

Final Project= 15%

Standard DePaul Grading Policy: 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

Attendance Policy:

More than two absences will lower your participation grade up to a full letter grade. Any unexpected absence, such as being sick, needs to be requested directly to the Dean of Students, not to me, to be consider "Excused."   Constantly arriving late will count as an an "Unexcused" absence. Working on outside projects or constantly working on your phone will lower your participation by a full letter grade.   Any student missing more than 4 classes will receive an "F" for the quarter. If you have any other kind of personal or medical issues, you must contact the Dean of Students.

Weekly assignments are required.   If you miss a class, you are still required to submit by the deadlines. It is essential to learn time management with this kind of production class. Late submissions will only receive partial credit; no credit for assignments that are more than 10 days late.

The final class is mandatory. This is your final critique and you must attend. Your participation grade will be lowered 5 points if you are absent or if you are late.

No incomplete grades allowed unless you apply directly through Campus Connect, to the Associate Dean, before the 10th week of classes.   You will be asked to provide proof of circumstances beyond your control.

Participation in Class:

Students should attend every class. Do not work on outside work during class time. Do not spend any time on your phones. These will lower your participation grades by 5 to 10 points.

Assignments:

A series of short exercises will be required. As skill levels rise, we will shift to longer format projects in which students will create their own projects using this software.

Software, Supplies, & Facilities:

This software is currently installed in CDM 527, 722, and on some of the Cintiqs on the 9th Floor. Recommended that you download the trial version of this program for practicing on your own; however, files cannot be saved on the trial version. Plan to spend some off-hours to complete assignments.

Submitting Assignments and D2L:

All Class Assignments must be submitted through your D2L site. The formats and guidelines will

be detailed under the Dropbox Folder for each assignment.

Reference Material & Additional Resources for Help with Projects:

The TV Paint Help Page is extremely detailed and helpful. There are clear step-by-step procedures, and video tutorials. Plan to use this to explore more complex techniques.

The Help Page also lists the keyboard shortcut keys. These will become more useful after you learn the basic navigation.

Your D2L site will also have inspirational samples of professional animation work that uses TV Paint.

Many DePaul students have been using this program for over a year. You should reach out to your colleagues and share information. Collaboration is encouraged.

Email:

Please email me directly with any questions about assignments or if you have any issues with the class. Please <u>let me know right away</u> if you have any problems working in my class, or if something is preventing you from completing assignments. I will always make the time to meet with you individually, outside of class.   If you have any personal problems I will let you know about the helpful, confidential resources available to you.

Weekly Schedule:

(Will change during the quarter, per notes)

WEEK 1   Getting started. Using the Help Page. Fun with brushes. Moving Cells and creating layers.

WEEK 2   Simple motion guides. Using the lightbox tool.   Merging layers.

WEEK 3   Cycles. Repeating layers. Mechanics

WEEK 4   Animated holds and pauses. Dynamic effects

WEEK 5   Camera work. Exporting files

WEEK 6   Pitch Personal Ideas, In-class work

WEEK 7   In-class work continued

WEEK 8   Importing sound, Exporting files

WEEK 9   Compositing with After Effects

WEEK 10   In-class work on final project

FINAL CRITIQUE: Pitch final

Additional Information:

Changes to Syllabus

This syllabus is subject to change as necessary during the quarter. If a change occurs, it will be thoroughly addressed during class, posted under Announcements in D2L and sent via email.

Online Teaching Evaluation:

Student teaching evaluations are conducted near the very end of the quarter. All evaluations are anonymous. This is a valuable and constructive tool in creating a better classroom experience for future students. A short break will be made available sometime during the last 2 weeks for the students to complete their evaluation – the instructor will not be present for this (Although donuts are usually provided). Submissions should be sent through Campus Connect.

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 http://www.cdm.depaul.edu/Current%20Students/Pages/PoliciesandProcedures.aspx.

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:

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

We will begin with fundamental methods for staging characters that will apply to all aspects of cinematic storytelling. You will learn how to block out a scene with perspective and basic character placement. Drawing skills are helpful but are not required; we will work with references and other guides. on paper, for in-class assignments.

Please review these for all storyboard concepts, and for the criteria on assignments that were discussed in class.