

Animation Mechanics

syllabus

DEPAUL
CDM

Animation Mechanics

autumn 2016
Monday 5:45 pm - 9:00 pm
CDM 527

Instructor: Brian Ferguson

ANI 421

Office: 461
Email: bfergus3@cdm.depaul.edu (best way to reach me)
phone: (312) 362-1422
Office hours:
M: 9 am - 11:00 am, 1:30pm - 3:00pm
W: 9 am - 11:00 am, 1:30pm - 3:00pm

Course

Description

A graduate level production class that covers classic hand-drawn techniques in the art of animation, including transformational animation, squash and stretch, anticipation and overshoots, walk and run cycles, and various techniques used by artists over the past century. Students will complete weekly assignments that focus on learning these advanced skills and then apply these to their own, personal animated projects in all future production.

Prerequisites

MA and MFA animation status

Learning Outcomes

1. Students will create original animated exercises that apply the core principles of mechanics.
2. Students will apply these mechanics to their personal work in the Masters Program.

Texts and Materials

Suggested Texts

The Animator's Survival Kit
Richard Williams, Publisher, Faber and Faber Inc

Timing for Animation, Second Edition
Harold Whitaker and John Halas. Focal Press

Texts you might really find useful, if you have the means

The Illusion Of Life
Frank Thomas & Ollie Johnston

Online Software Reference:

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

Video Reference on D2L:

CoTube will link you to the entire *Richard Williams Animation Masterclass* videos and files. This link is on the bottom right side of the D2L home page. This is an incredible resource that passes down the craft developed during the golden age of Disney and Warner Brothers, and you will be expected to watch these videos outside of class to prepare for lectures.

Attendance Students are expected to attend every class. We cover an enormous amount of material in every class, and missing even one can be a huge setback. Any student missing 3 classes or more 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 the midterm or 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.

Participation One of the best ways to learn in a classroom environment is through active participation in discussions and critiques. In general, we will be following a pattern of creating animation and then discussing it in critique in the following week. When I open up the floor for you to speak, please make the effort to voice your honest and constructive opinion. This will help you learn from your mistakes and progress with your animation skills. It will also prepare you for the professional arena.

Class Work

Assignments

- Must be handed in on time. Late assignments will be accepted with teacher discretion, only. On time means submitted through COLweb by midnight the night before class on the day the assignment is due. Students who use class time to finish assignments the day they are due will forfeit the right to hand in that assignment.
- Late work:
 - Late work will not be accepted unless approved of PRIOR to the class in which it is due or accompanied by a valid medical excuse.
 - You are allotted one “freebie” per term that allows you to turn ONE assignment late for full credit (up until the 10th week of the term). You only get one of these per term. All other late assignments are forfeited.
- Written Assignments: Must be typed.

* Special Accommodations: If you have any special considerations please see the instructor.

* 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 daily.

Critiques

Unless I tell you otherwise, assigned work must be completed and submitted through COLweb (D2L) by midnight the night BEFORE class starts. This will keep us from wasting valuable class time.

In most cases (I'll let you know the exceptions) I request that you use **QuickTime** format unless discussed with me previously. AVI's are difficult to watch frame by frame (something we will be doing a lot of).

Handing in something unfinished is always better than nothing at all.

It's possible that due to limited 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	Assignments	80% of grade		
	Final Project	20% of grade		
	Total	100%		
		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 late and will not be accepted unless you are using your one “freebie.”
- 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
- Taking initiative to work outside of class and research
- Hard work and sweat
- Participation in critiques and discussions

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. 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 three weeks. Students do not receive reminders once they complete the evaluation. Students complete the evaluation online in [CampusConnect](#).

Cell Phones

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.

Headphones

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.

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>.

Plagiarism

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.

Materials and Supplies

All assignments in this class will be transmitted digitally online through COLWeb unless otherwise noted. Any assignment handed in late or when not present in class may be put on a CDROM, DVD, or flash drive and delivered to the 4th floor desk of CDM to be put in my mailbox.

All CDROM's and DVD's must be labeled clearly with the following information: -Your name

-The name of the assignment -The class number and name you are submitting the assignment for -The term (ex. Fall 2015)

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

Weekly Schedule (subject to change)

* most classes will have an in-class demo

Week 1, Sep 12: Transformational metamorphosis, slow ins and outs

Week 2, Sep 19: Bouncing ball, arcs of action, squash & stretch, vibrates

Week 3, Sep 26: Anticipations, overshoots and accents, exaggerated impact

Week 4, Oct 3: Follow-throughs, smears

Week 5, Oct 10: Overlapping and secondary action, vibrates

Week 6, Oct 17: Walks

Week 7, Oct 24: Runs & Jumps

Week 8, Oct 31: Lifting and weight

Week 9, Nov 7: Water splashes, drips

Week 10, Nov 14: Smoke, fire, Explosion, lightning

Week 11, Nov 21: Final Critique, 6:00 – 8:15pm
in CDM 527 (regular classroom) Attendance Mandatory

we ek	Mon	review	lesson	assignment
1	9/12	Intro, review of syllabus, review of basic terms	Discuss transformational metamorphosis/ slow ins and slow outs	Morph Exercise
2	9/19	Review Morph Exercise assignment	Discuss ball bounce, arcs of motion, squash & stretch, and vibrations	Bouncing Ball
3	9/26	Review Bouncing Ball assignment	Discuss anticipations, overshoots, accents, and exaggerated impact	Anticipation and Overshoot
4	10/3	Review Anticipation assignment	Discuss follow-throughs and smears	Follow Through
5	10/10	Review Follow Through assignment	Discuss overlapping action, secondary action, and vibrations	overlapping action assignment
6	10/17	Review overlapping action assignment	Discuss walks	walk assignment
7	10/24	Review walk assignment	Discuss runs and jumps	run and jump assignment
8	10/31	Review run and jump assignment	Discuss lifting and weight	lifting and weight assignment
9	11/7	Review	Discuss water splashes and drips	water splashes assignment
10	11/14	Review drip/splash assignment	Discuss smoke, fire, explosions and lightning	smoke, fire, explosions and lightning

we ek	Mon	review	lesson	assignment
11	11/21 final	Final Critique		to attend

Date and time of the final exam: Monday, November 21, 2016,
from 6:00 PM to 8:15 PM

location: regular classroom (CDM 527)

Your exam is on November 21, 2016, from 6:00 PM to 8:15 PM