**ANI 201-601 –Animation 1 For Majors**

**Spring 2017**

**Meeting Time:** MW 11:50-12:20

**Meeting Place:** CDM 722

**Instructor:** Jacqueline Brennan - [jbrennan@cdm.depaul.edu](mailto:jbrennan@cdm.depaul.edu)

**Office Hours:**

Mondays and Wednesdays

**Course Description:** This is an introductory course to the art of animation. Through weekly assignments students will immerse themselves in a variety of basic animation techniques, both handmade and digital. We will explore important aspects of animation common to every technique such as timing, arcs, drawing, storytelling and animation design. We will also view many animation films and videos, both historic and contemporary. The coursework will prepare the students to complete a final project of 15-30 seconds in the media of their choice, and lay the groundwork for intermediate studies in animation. *This is a labor intensive class, where you will frequently animate in class, but will also require a great deal of effort outside of regular class time.*

**Course Objectives:** Students will experiment with a variety of approaches to creating animations including drawing, Photoshop and After Effects, experimental materials such as sand, cut-outs or clay, and stop-motion. They will several create short animated projects in a variety of techniques as they experiment with animation as an expressive medium that can convey linear and non-linear ideas.

**What You Need to Bring to Class:**

* A lot of energy, enthusiasm, and commitment to your medium
* Your assignments posted on time to D2L or Vimeo before or on the due date.
* Art supplies (depending on assignment)
* An un-ruled sketchbook – *no smaller than 9”x 6”,* 50 pages, minimum.
* drawing supplies

**Textbooks and Materials:**

***The Animators Survival Kit*** by Richard Williams

A good sized flash drive or external drive for backing up your work, I suggest 16 GB min. (required)

Various art supplies on an as needed basis. (e.g., clay, paper, glue, X-acto knife, etc.

*Optional* - A portable lightbox - You can purchase a small one for about $40 at Blick Art Materials.   Also a **peg bar** (*a must if you are doing drawn animation on paper*)- purchase at the DePaul bookstore.

**CELL PHONE POLICY:** Use of cell phones in the classroom and the lab is prohibited. Please turn your phone off before entering class. Mistakes will happen, but repeated failure to turn your phone off will result in a lowered grade for the class. No texting is allowed during class. If I have to ask you to stop texting more than once, there will be a full letter grade taken off your final grade.

**CLASSROOM BEHAVIOR:** If I feel that your behavior is interfering with the professionalism of our classroom (disruption, talking, napping, texting, etc.), I will adhere to the following 3-­‐step protocol: warning email and personal meeting, meeting with advisor or Student Advising, action taken to remove 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 offices:

PLuS Program (for LD, AD/HD) 773-­‐325-­‐1677, Student Center #370

The Office for Students with Disabilities 773-­‐325-­‐1677, Student Center #370

**The Grading Breakdown in percentages: points % Due**

|  |  |  |  |
| --- | --- | --- | --- |
| 1. Sketchbook (25 full pages, min. You must post documentation of this) 5 | 50 | 5 | 5/31 |
| 2. Quizzes on Principles of Animation | 50 point | 5 | 4/5 |
| 3. 2D Clay Stop-Motion | 100 | 10 | 4/12 |
| 4. Drawn Morph Animation (Adobe Animate) | 100 | 10 | 4/19 |
| 5. Drawn Cycle in Flash | 100 | 10 | 4/26 |
| 6. Sketchbook Animation (technique of your choice) | 100 | 10 | 5/3 |
| 7. Bouncing ball and/or pendulum (After Effects) | 100 | 10 | 5/10 |
| 8. Photoshop Character | 50 | 5 | 5/10 |
| 9. After Effects Animation  (walk) | 100 | 10 | 5/22 |
| 10. Storyboards for final (must be in PPT) | 50 | 5 | 5/22 |
| 11. Final Project – Theme is TBA | 150 | 15 | 6/5 |
| 12. Class Participation (Attendance, participation in Discussions, focus and work in class) | 50 | 5 |  |
| Total: | 1000 | 100 |  |

|  |  |  |
| --- | --- | --- |
| 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% |

**And now…The Not-So-Fine-Print**

**Grading and Expectations**: Students are expected to come to class each week prepared to work and animate in class. You should also be prepared for any in-class discussions.

**A** indicates excellence, student has worked exceptionally hard and has developed on both a technical and conceptual level. Approaches work with enthusiasm and dedication.

**B** indicates above average work - Students conceptual approach or skills have improved. Effort is evident. Student has a genuine interest in their work. Needs some improvement either technically or conceptually.

**C** indicates satisfactory work. Basic requirements have all been met. Work needs improvement in two or more areas. May need to improve attitude, working methods, punctuality, or ability to plan work.

**D** work is unsatisfactory in some respect, key concepts are not understood or assignments are missing. Frequent tardiness may be a problem.

**F** is substantially unsatisfactory work, frequent tardiness, or failure to show up.

\*Late Assignments are automatically marked down an extra point for every day they are late. I will accept assignments no later than two weeks after the due date, after which no credit will be given for the assignment. **Failure of technology is not an excuse for late work.** **Back up your work.**

**Attendance:** Chronic lateness and absence will be reflected in your final grade. I am not a stickler for being right on time, every time, I understand that delays happen, but if you frequently walk in more than 10 minutes late and miss part of a lecture you'll hear about it. If you know that you're going to be late for whatever reason you can always email me, but this does not excuse you from being late. **Please note that I always take attendance, even when it looks like I haven't.**

3 tardies = one absence 3 absences = an F for the course

**ANI 201 SCHEDULE – Winter 2016** Subject to change- always check back for updates

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_WEEK ONE\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Mon. 3/27-Wed. 3/29**

Intro to class, animation facilities and resources. Basic terms and watch inspirational films. We will discuss animation as a visual language and discuss elements of art and design. We will also become familiar with The 12 Principles of Animation.

Ongoing Assignment: Your Sketchbook Documentation – We will have daily sketch time in class and you will be expected to develop one of the ideas during the week. Sketchbooks will be reviewed at the end of the quarter.

**Read:** Pages 1-35 of The Animators Survival Kit.

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_WEEK TWO\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Mon. 4/3**

Intro to Stop Motion. Basic concepts that apply to all media. More stop-motion techniques.

**Wed. 4/5**

**Quiz on Principles of Animation**

More Stop-Motion demos and exploration of other physical animation techniques.

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_WEEK THREE\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Mon.** **4/10** - Intro to drawn animation in Adobe Animate. Basic concepts that apply to all media.

**Wed. 4/12 -** View Morphs so far, work in class.

Due:2D Stop-Motion assignment due today– View and critique

**Assignment**: Drawn Morph Animation due at the beginning of week 4. Must be fully art-worked and exported to Quicktime, post to D2L.

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_WEEK FOUR\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Mon. 4/17**

Morph assignment due today – View and critique**.** Animating cycles in Flash – using guide layers.

**Wed. 4/19**

Anticipation, timing, and recovery. Work on cycles in class. Using reference images, basic perspective.

Morph due Today

**Assignment:** Animate Cycle Due 4/26 – Export to Quicktime and post on D2L

**Assignment**: “Sketchbook Assignment” – 10 sec. animation based on IRL observation that you’ve documented in your sketchbook, using the material of your choice. Due 5/3

**Screen:** Richard Williams (see link D2l), Parts 4 – 6

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_WEEK FIVE\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Mon. 4/24** -Lab time to animate – individual meetings.

**Wed.** **4/26** -View works in progress – putting it all together.

Cycle Due Today

**Assignments:** Complete “sketchbook animation” for Monday and post to D2L. Please make sure your name is on the file, i.e. *Jbrennan\_SketchbookAni.mov*

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_WEEK SIX\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Mon. 5/1**

Intro to After Effects and the Bouncing Ball and Pendulum assignment.

**Assignment**: Complete first pass at the ball bounce/pendulum for Wednesday. Export to Quicktime and post for Wednesday.

**Wed. – 5/3** View bounces in progress. Adding squash and stretch effects.

**Assignment:** Finish bouncing ball w/ squash and stretch – Export to Quicktime.  **Due Monday**

**Sketchbook Animation Due Today**

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_WEEK SEVEN\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Mon.­ 5/8**

View Bouncing ball assignments and critique.

Intro to creating digital puppets in Photoshop, for use in After Effects.  Things to consider when designing a character.

**Assignment:** For this Wednesday, create a collaged character in Photoshop.

**Wed. 5/10**

View puppets.  Demo on walks. After Effects demo on parenting and creating a walk with lower extremities. Null objects. Walk key guides, how to avoid “skating”.

**Sketchbook Animation Due Today**

**Jointed Character should be completed by the end of class**

**Assignment:** Make any necessary revisions to your character. Import your character into After Effects and “parent” it.  Have the walk (legs only) finished for Wednesday of next week. Your character must take at least 4 steps.

Over exaggerate! Break joints.

**Read and View:** The Animator's Survival Kit, (book) pp. 102-122 (video) parts 5 and 6.  All about walks.

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_WEEK EIGHT\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Mon. 5/15**

Continue with walk animation.

**Begin Animating!**

**Assignment:** Finish first attempt at walks, export to Quicktime, and upload to D2L for Monday 22nd

**Wed. 5/17**

Revise walk and add an arm swing. Export and post on D2L for Monday 5/22

**First draft of storyboards for Final Project due**. In class critique - respond to each other’s boards and give constructive feedback. Be prepared to make revisions if needed. Come prepared to work on final in class next week.

**Assignments:** Final Boards. 10-12 panels. Please note that the storyboard is considered a part of your final project grade and is required. 1st draft due this Wed.  These should be well thought out boards, not something hastily scrawled in your lined notebook 5 minutes before class. Ill-conceived, illegible, or no storyboards is an automatic 5 point deduction from the final grade. Consider “story” in the loosest possible sense – don’t let the rules of linear narrative constrict your creative process. Put each image in an individual slide in PPT and post to D2L.

**CRITIQUE FOR FINAL PROJECT WILL BE–June 5, 2017 from 11:30 AM to 1:45 ATTENDANCE IS MANDATORY !!**

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_WEEK NINE\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Monday 5/22**

**Wed. Storyboard due.** Begin final animation. Discuss planning, workflow. In the next two weeks you should come to class prepared to work. We will have more of a studio environment and I will be addressing technical issues as they arise. **Regular attendance is expected this week.**

**Wed. 5/24**

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_WEEK TEN\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Mon. 5/29 NO CLASS: Memorial Day**

**Wed. 3/9**

Continue working of final animation - individual meetings. Bringing your work into Premiere, editing and exporting it. Strategies for adding sound (optional).

- Last official class before finals are due.

Due next week – No one is still animating or rendering or exporting. **No exceptions** **– if you’re hard drive crashes and you didn’t back up your work it is not an excuse for not having work completed on time.**

**Post all sketchbook documentation on D2L IN PPT or hand in actual book (It will be returned.)**

**FINAL CRITIQUE – June 5, 2017 from 11:30 AM to 1:45 PM**

**ATTENDANCE MANDATORY – DO NOT BE LATE - NO LATE PROJECTS ACCEPTED**. Everyone’s final is finished and uploaded (and not still in the queue) to our Vimeo page. View finished projects -give praise or constructive criticism, party down. Have a good break!