

ANI 101
Winter 2017-2018
TuTh 11:50AM – 1:20 PM
CDM 00206 Loop Campus

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COURSE DESCRIPTION

This course is an introductory level to the mesmerizing art of animation. In this class, we will hold weekly screenings, lectures, discussions, readings and exercises to get a better sense of animation and how it is done. Students will explore different techniques of animation including hand drawn animation, cutout puppets, etc. through their weekly assignments.

LEARNING GOALS

By the end of this course students are expected to know:

- The principles and mechanics of Animation
- The animation terminology
- How to analyze and interpret animated films
- Create short animated projects that incorporates basic principles of animation

ANI 101 is included in the Liberal Studies program as a course with credit in the Arts and Literature Domain; these courses ask students to extend their knowledge and experience of the arts by developing their critical and reflective abilities. In these courses, students interpret and analyze particular creative works, investigate the relations of form and meaning, and through critical and/or creative activity to come to experience art with greater openness, insight, and enjoyment. These courses focus on works of literature, art, theatre, or music as such, though the process of analysis may also include social and cultural issues. Students who take course in this domain choose three courses from such choices as literature, the visual arts, media arts, music, and theater. No more than two courses can be chosen from one department or program.

LEARNING OUTCOMES

- Understanding of the principles of animation terminology & techniques
- Appreciation of the unique art of animation as a form of expression
- Understanding of the narrative strategies
- Create short animated projects using basic techniques
- Apply class experience to one's own work in terms of artistic expression

ATTENDANCE

Attendance is taken at the beginning of class. Being late to class 2 times counts as one absence. More than two unexcused absences will result in a full letter grade reduction for the course. Any student missing more than 4 classes will receive an "F" for the quarter. If you have any personal or medical issues, you must contact the Dean of Students directly. They will then contact me regarding excused absences.

Do not miss the final class and critique; Attendance is mandatory. Students who do not show up will get their final grade reduced by 2 letter grades. If for some reason you cannot attend, contact the instructor before the final class. Excuses after the class will not be accepted.

No incompletes will be given without documented proof of circumstances beyond your control. Incompletes must be submitted through Campus Connect; they need to be approved by the instructor and by the Associate Dean.

POLICIES

- NO CELLPHONE, NO WEB BROWSING, Seriously!!
- Late work will be accepted. However, you will be lowered one letter grade automatically. More importantly, you will fall behind on the next project, as they build on each other.
- If you miss a class, or you know you are going to miss a class, it is your responsibility to get the assignment from another student and turn in any assignments that are due, or contact me and make arrangements.
- If an assignment is listed on the syllabus you are still responsible for completing the assignment on time.
- Assignments WON'T be accepted via email even if they were sent before due. EVERYTHING needs to be uploaded to the proper assigned Dropbox folder on D2L. No

exceptions.

- There will be periodic reviews and critiques of your work and you are expected to participate. This will provide feedback and insight and support in-class and homework assignments. This is the best way to express your observations of each others work; emphasis will be on evaluations of assignment goals, and on creativity.
- During lab time you are not allowed to work on other classes projects. If seen, you will automatically be marked as absent.
- There is no extra credit available for this course.

GENERAL COURSE WORK

We will use programs from the Adobe Creative Suite including Photoshop, Flash, and After Effects. I will demonstrate them in class, for more detailed help you should watch tutorials online.

Adobe TV https://helpx.adobe.com/learn.html?promoid=KTTAU#/top_products

Lynda <http://offices.depaul.edu/is/services/technology-training/Pages/online-training.aspx>

These softwares are available in all of the DePaul Computer Labs at CDM, Lincoln Park, and at the Library. Many students use a Wacom drawing tablet; these may be checked out from the CDM 9th floor Film Cage – typically for working over the weekend.

LABS:

Our class may take place in different rooms and labs inside different building inside the loop campus for demo and working with computer purposes. Make sure that you listen to the announcements, check your emails and schedule. Missing the class with the excuse of not knowing where the labs are will not acceptable at all.

EQUIPMENT, MATERIALS & SUPPLIES:

You will need an External Hard Drive or Flash/USB Drive (min. 16GB) for backing up your work. Always back up your work! Lost work is not an excuse for an incomplete assignment. You can also use online File Storage Site to backup work if you forget your USB/External Hard Drive (Box.net, Dropbox.com)

Various art supplies on an as needed basis for the Stop-Motion Animation Assignment and the Final (i.e., clay, paper, glue, X-acto knife, etc.).

EQUIPMENT CHECKOUT:

There are cameras, lights, sound equipment, Stop Motion Animation Kits, Wacom tablet pens, and more available for your use in the CDM Equipment Center located at 14 E Jackson St. Suite LL106. The Equipment Checkout Policy is available for download on D2L.

READINGS

Required: The Animator's Survival Kit by Richard Williams

Recommended: Understanding Animation by Paul Wells

Recommended: Animation Cinema Workshop, from motion to emotion

METHODS OF ASSESSMENT

70% - Animation Assignments

20% - Papers

10% - Participation in class discussions and attendance

Each assignment will be given a letter grade based on aesthetic, technical and artistic merit.

A	=	95 – 100	Excellent
A-	=	90 – 94	
B+	=	87 – 89	
B	=	83 – 86	Good
B-	=	80 – 82	
C+	=	77 – 79	
C	=	73 – 76	Satisfactory
C-	=	70 – 72	
D+	=	67 – 69	
D	=	62 – 66	Marginal
F	=	Below 62	Failure

A = excellent

Work shows in depth independent research and development of ideas/Work is finished on time and resented in a professional manner/Technical proficiency: drawing, creation of character and story and acting ability/Student participates in class discussions and contributes to the group as a whole

B = above average

Work shows a degree of independent research and development of ideas/Work is finished on time and presented in a professional manner/Work fulfills the criteria of the assignment/Technical proficiency: knowledge of materials and class participation

C = average

All projects are finished/Work is complete but average in concept/Work fulfils the criteria of the assignment. Although satisfactory, the work has room for improvement

D = below average

Work is poorly presented or unfinished/Work is rarely innovative or shows evidence of self-motivation/Student is unprepared for class/Student does not participate in class exercises

F = fail

Work fails to meet the minimum requirements of the Professor in quality or quantity/Level of performance to Professor's requirements is unsatisfactory/Work does not address the criteria of the assignment/Student did not hand work in

COLLEGE POLICIES

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](#).

ACADEMIC DISHONESTY POLICY

This course will be subject to the university's academic integrity policy. DePaul University does not condone any form of academic dishonesty. Any act of improperly representing another person's work as one's own is construed as an act of academic dishonesty. These acts include, but are not limited to, plagiarism in any form, or use of information and materials not authorized by the instructor during an examination. More information can be found at <http://academicintegrity.depaul.edu/>

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: cdm.depaul.edu/enrollment.

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

Week		Lecture / LAB	Demo	Assignment Due	Reading
1	W	Syllabus, Intro to art of animation	Creative light table		
2	M	Different techniques & mediums in animation		30 page Flip Book	Page 1-21 ASK
	W	LAB - Animation in Photoshop	Intro to Photoshop		
3	M	Disney vs. School of Zagreb		Morph animation in Photoshop	Page 22-34
	W	LAB: 12 principles- part 1	Rotoscope in photoshop		
4	M	12 principles- part 2		Rotoscoping animation	Page 35-45
	W	12 principles- part 3	Squash and stretch	1 st paper due	
5	M	Orthodox animation	How to make cut out character	Bouncing ball	Page 46-79
	W	Stopmotion studio: animating cut out		Puppets and BG for cutout animation	
6	M	Experimental animation		Paper Cut out animation	Page 80-163 (Walk)
	W	Stopmotion sution: Pixilation animation, clay, cutout	Clay Animation, pixilation, sand		
7	M	developmental	Walk Cycle		Page 164-200
	W	KLIK FESTIVAL		2 nd Paper due	
8	M	Narrative strategies 1		Walk cycle	Page 200-255

	W	LAB:	Intro to AE, Key framing		
9	M	Narrative strategies 2	How to rig a character	Characters, props for last assignment	Page 226-300
	W	LAB:	rig a character together		
10	M	Narrative strategies 3		Midway work in Progress (60%)	Page 301-379
	W	LAB: Work in class			
FINAL	FINAL ASSIGNMENT REVIEW				

This schedule is subject to change