

Animation for Non-Majors- ANI 101

Spring 2018 / Wednesday 5:45 pm – 9:00 pm

CDM Building, Room 228

Instructor: Jason Sandri

Email: jsandri@depaul.edu

Office Hours: Wednesday: 12:00 pm – 2:30 pm

Location: CDM room 522—Use back hallway phone for access, x. 25165

(Please email me to schedule time. Finals week, office hours are by appointment only.)

Course Description: This course introduces a variety of basic animation techniques for cinema and gaming, such as hand-drawn, cutout, stop-motion and (very basic) 3D, with an emphasis on the use of computer technology. Examples of diverse animation genres and styles (experimental, cartoon, anime, special effects, computer games) from different cultures will be screened and discussed. Students will explore the unique qualities of the medium through a series of hands-on projects that can be adapted to their own personal interests. They will learn about professional animation process (storyboard and animatic) during the production of a final project that encourages them to consider the role and potential of animation in our society.

Prerequisite(s): None

Liberal Studies Arts and Literature Domain Description:

ANI 101 is included in the Liberal Studies program as a course with credit in the Arts and Literature Domain. Courses in the Arts and Literature Domain 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.

Course Objectives: Students will be able to:

- Explain, in well-written prose, what a work of art is about and/or how it was produced
 - Articulate and explain the “content” of that work and/or its methodology of production.
- Comment on the relationship between form and content in a work.
 - How does the 14-line sonnet both enable and inhibit its practitioner, for example?
 - What are the generic expectations of a particular form?
 - How does an artist complicate, enrich, or subvert such expectations?
- Assess the formal aspects of their subject and put those qualities into words, using, when appropriate, specialized vocabulary employed in class and readings.
- Contextualize a work of art.

- Do so with respect to other works of art in terms of defining its place within a broader style or genre.
- Contextualize a work of art in terms of contemporaneous aesthetic, social, or political concerns, discussing how these might shape the work's reception and how that reception might differ amongst various peoples and historical periods.

Required Text and Materials:

- Animation Cinema Workshop- from motion to emotion By Robi Engler
- Portable storage device 8 GB or larger
- Art & Paper supplies as needed for assignments.

...The Fine Print...

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.

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: 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: csd@depaul.edu.

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

Cell Phones & Laptops: If you bring a cell phone to class, it must be off or set to a silent mode. Should you need to answer a call during class, students must leave the room in an undistruptive manner. Out of respect to fellow students and the professor, phone use is never allowable in class. If you are required to be on call as part of your job, please advise me at the start of the course. Laptops should be used with the same courtesy to your fellow students, and use will be limited to notes and class-relevant activities. Googling an artist we are talking about IS class-relevant—Facebook is not. Failure to be attentive and respectful to your fellow students will be reflected in your participation grade.

Eating and Drinking: Absolutely allowed, but please be respectful of your fellow students, our equipment, and our facility.

Additional “Things to Know”: You are not required to be an accomplished artist in this class, however we will be animating, and animation is *time consuming*! You should anticipate to spend at least 3-4 hours per week on course work, and you are expected to wisely manage your time. Much of your work will be on a computer—file storage and safety is **your** responsibility. There will be **no** exceptions made if you don’t adequately save and back up your work—computers crash, flash drives get lost, and the cloud can fail. All assignments must be completed and turned in by the due date listed on D2L, *period*.

We will also be watching animated films and discussing/analyzing them verbally and in written form. Critical film analysis will be something discussed and practiced throughout this course, and your goal should be to expand your understanding of art and animation through these discussions and assignments. There are no right and wrong answers, but you are expected to put thought and effort into your comments, assignments, and writing.

Lastly, much of the software we will be using in this course is complicated, especially for first time users. I will make every effort to clearly explain the tools we will be using in the programs, but students are expected to survey their own learning curve and perform accordingly. This means if you don’t understand something, you should be asking questions, and some students may require additional hands-on time outside of class.

Attendance and Participation: Students are expected to attend and participate in each class, be present for the start of class, and remain for the duration. Arriving late or leaving early is considered a tardy. Two late arrivals or early departures will be counted as one full absence. **Over 20% absence constitutes failure of the course.** Since this class meets once weekly, 20% equates to two meeting dates. It is the responsibility of the student to keep up on any materials and assignments missed from absence. Additionally, if you arrive to class after attendance is taken, **it is your responsibility to let me know you arrived tardy at the end of class that day**, otherwise your absence will not be changed. You are required to attend on the day of the final. Participation will be measured by in-class interaction, and students are highly encouraged to ask questions and offer comments relevant to the day’s topic and peer work.

It is the expectation that all dialogue in this course is civil and respectful of the dignity of each student. In the case of an excused absence (medical, mental health, and/or personal crises) please submit documentation via the absences notification form to the Dean of students' office. The Deans office will notify me and your absence will be excused. The link to the policy and form are located at the following link: <http://offices.depaul.edu/student-affairs/supportservices/academic/Pages/absence-notification.aspx>

...More Important Stuff...

D2L Recording: We will be using D2L in this course, and all of our classes will be recorded. You may revisit lectures, labs, and assignment instructions on D2L. I suggest that you log in and test this function so that you know how it works, as it is a useful tool. "The D2L videos didn't work for me" is **NOT** an acceptable excuse for late assignments or finals—figure it out BEFORE the last minute! If you miss a class, you should review the missed material on the D2L recording.

Assignments: All assignments are due by the date and time listed on D2L, **no exceptions!** Assignments uploaded within one hour past the due time will be docked 50% of the total points for the assignment, prior to grading. Assignments turned in later than one hour past the due date/time will be given a zero. Don't fail because of late work—be on time!

Students are permitted to rework or correct assignments and resubmit them for up to full credit only if the original submission was turned in on time. Only legitimate attempts at the full assignment will be eligible. "Works in progress" or place-holder files are not to be considered legitimate attempts at assignment completion and will not be considered for resubmission. Additionally, assignments turned in after the due date and time will not be eligible. **The cut-off time and day for resubmissions is the start time of the final.**

Final: The final day and time will be **Wednesday, June 6th, 2018 from 6:00 pm to 8:15 pm—** Mark your calendar accordingly! Per CDM policy, attendance for the final is mandatory. Excused absences are allowable only per the Absence Notification system described in the "Attendance and Participation" section above. Please review that policy at the following web address: <http://offices.depaul.edu/student-affairs/support-services/academic/Pages/absence-notification.aspx>

Failure to attend the final will result in a zero grade for attendance and participation for the semester.

Grading:

10% Attendance & Participation
60% Weekly Assignments & In Class Writing
15% Critical Analysis Paper
15% Final Project

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.

Lab Days: Since our main classroom is not equipped with computers, we will hold **three classes** in an alternate computer lab location. We will begin and end class in the computer lab, so plan accordingly. Additionally, we may hold one class, or part of a class, in the Loop campus at the CDM building stop motion animation lab. Information will be communicated in advance of this meeting. **Lab days will be COL recorded.**

Labs will all be in the CDM Building, Room 722**Lab Dates:**

- **4/4**
- **4/25**
- **5/23**

*This information is subject to change pending alterations to semester outline. Any changes will be clearly communicated to students in class and in writing. It is your responsibility to read, understand, and abide by this course syllabus.