

Hand-Drawn Character Animation syllabus

DEPAUL
CDM

Hand-Drawn Character Animation

spring 2018
M, W 10:10 am - 11:40 am
CDM 527

Instructor: Brian Ferguson

ANI 327
ANI 427

Office: 461
Email. bfergus3@cdm.depaul.edu (best way to reach me)
phone: (312) 362-1422
Office hours:
M: 9 am - 10:00 am, 1:30 pm - 3:00 pm
W: 9 am - 10:00 am, 1:30 pm - 3:00 pm
Thu: 9 am - 12:00 pm, 1:00 pm - 4:30 pm (advising and teaching)

Course Description

In this course, students will be introduced to the traditional art of hand-drawn character performance. Topics covered will include acting, body mechanics, volume, weight, walk cycles, dialogue and facial expression.

Prerequisites

ANI 231 or ANI 421

Course Objectives

1. Gain a complete understanding of traditional animation principles and the tools needed to apply them to hand-drawn projects.
2. Utilize performance techniques to give character animations the illusion of life.
3. Analyze multiple animation styles and techniques, and experiment with drawing to create your own style based on your response to the medium
4. Evaluate various professional animation demo reels and produce your own demo reel quality character animation

Texts and Materials

Required Texts

“The Animator’s Survival Kit”
by Richard Williams
Publisher, Faber and Faber Inc.
2001

Recommended Texts

“Stop Staring”
by Jason Osipa

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

“The Illusion Of Life”
by Frank Thomas & Ollie Johnston

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.

No incompletes will be given without documented proof of circumstances beyond your control.

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 D2L 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. Class time is for working with the material at hand, not finishing late assignments.
- 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.
- Digital Assignments: All assignments handed in digitally must be in the following format (please note upper and lower case usage)
 - firstname.lastname_projectname.extension
 - example: donald.trump_projectOne.m4v
 - example: donald.trump_boxScene.mov

* 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 D2L the midnight 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.

Handing in something unfinished is always better than nothing at all. Due to the large size of our class, and the limited class 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	A = 93-100
Final Project	20% of grade	A- = 90-92
Total	100%	B+ = 88-89

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

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 D2L unless otherwise noted.

Any assignment handed in late or when not present in class may be put on a flash drive and delivered to the 4th floor desk of CDM to be put in my mailbox.

All flash drives 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. Winter 2018)

Schedule (subject to change)

week	Mon	Wed	class	assignment
1	3/26		<ul style="list-style-type: none">• Intro, review of syllabus,• review of basic terms,• discuss good drawing for animation• also, inbetweening demo	<ul style="list-style-type: none">•In class exercise/ inbetweening in class•Complete inbetweening as homework.
		3/28	<ul style="list-style-type: none">• Critique inbetweening work• perhaps more demonstration.• Discuss animating a flour sack with personality.	thumbnail a flour sack with personality

week	Mon	Wed	class	assignment
2	4/2		<ul style="list-style-type: none"> • Critique flour sack scene. • Discuss planning a scene 	animate flour sack scene
		4/4	<ul style="list-style-type: none"> • Critique flour sack scene. • Discuss walking with purpose 	walk with purpose exercise - 1st pass
3	4/9		<ul style="list-style-type: none"> • Critique first pass at walk with purpose exercise. • Discuss staging 	walk with purpose exercise - final pass
		4/11	<ul style="list-style-type: none"> • Critique final pass at walk with purpose. • Discuss registering a change in emotion 	box scene - thumbnails, story poses
4	4/16		<ul style="list-style-type: none"> • Critique thumbnails and story poses for box scene. 	box scene - blocking pass
		4/18	<ul style="list-style-type: none"> • Critique blocking pass for box scene. • Discuss breaking down animation 	box scene - breakdowns
5	4/23		<ul style="list-style-type: none"> • Critique breakdowns for box scene. • Lecture: lip sync 	<ol style="list-style-type: none"> 1. box scene - finish 2. audio file choices for facial exercise
		4/25	<ul style="list-style-type: none"> • Critique finished box scene. • Discuss audio file choices. <p>Discuss anticipation - in terms of moving from one distinct emotion to another</p>	facial exercise animation blocking

week	Mon	Wed	class	assignment
6	4/30		<ul style="list-style-type: none"> • Critique facial exercise animation blocking. lecture: what makes something funny?	facial exercise - finish
		5/2	<ul style="list-style-type: none"> • Critique facial exercise finish. lecture: what makes something funny?	visually funny scene - thumbnails
7	5/7		<ul style="list-style-type: none"> • Critique visually funny scene thumbnails • Workshop. 	visually funny scene - blocking/ rough animation
		5/9	<ul style="list-style-type: none"> • Critique visually funny scene - last chance for feedback 	<ol style="list-style-type: none"> 1. refine and finish funny scene 2. choose audio for final assignment
8	5/14		<ul style="list-style-type: none"> • Critique visually funny scene finish • Review final assignment audio choices 	final assignment - thumbnails, storytelling poses
		5/16	<ul style="list-style-type: none"> • Critique final assignment thumbnails and storytelling poses 	final assignment - blocking
9	5/21		<ul style="list-style-type: none"> • Critique final assignment blocking • lecture: finish 	final assignment - breakdowns
		5/23	<ul style="list-style-type: none"> • Critique final assignment breakdowns discuss different ways of thinking	final assignment - rough animation
10	5/28 memorial day		Memorial Day (no class)	

