Ani101-501 **Animation for Non-Majors**	Winter 2021 MW 1:30pm-3:00pm *Instructor: Michele Carter* *E-mail: Michelecarter772@gmail.com* *Zoom Office hours: MW 12:00pm-1:00pm*
Course Description	This course is an introduction to the art of animation. We will study some of the history, theory and practice of several different forms of animation. Projects will be hand-drawn, digitally drawn and digital cut out animation. Throughout the quarter, the screening of relevant films, readings, in class drawing exercises, weekly assignments (projects and writing papers), demonstrations and lectures will be given.
Liberal Studies Arts and Literature Domain	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. By the end of the course, students should be able to analyze animated cinema in terms of formal structure, thematic elements, plot, composition, performance, genre, sound, and visual style, and communicate this analysis in writing*. Students should also be able to utilize these concepts in their own work and will be evaluated on their creativity and diligence in applying the course tools to produce cogent and polished shorts. Our goals are to go beyond simply achieving technical proficiency, as we will also focus on learning principles of good digital film-making in preparation for both artistic and commercial endeavors. *Writing is required for this class, but will take the form of critiques and short stories. These are required parts of projects and in class work.
Learning outcomes and how they will be met	1. Through the viewing of various films, students will be able to critically analyze and explain film content within various written exercises. 2. Students will be able to utilize animation principles in their own work and will be evaluated on their creativity and diligence through creation of several short films. 3. By practicing in class drawing lessons and software usage, students will gain greater confidence in the field of drawing and animation.
Things to Know	This is an animation class – we will be actually animating!! All things animation are WORK! Expect to spend hours upon hours drawing or sitting in front of the computer. On average, you will be expected to spend 3-4 hours minimum per week on assignments. Some may require a little more, some may require a little less.

	Drawing "skill" is not necessary. You will be drawing but not judged on your draftsmanship. Effort and creativity are key. We are working with computers. Computers suck. They crash, they fail, they eat your work and generally hate the user. After Effects crashes. After Effects eats your files. Keep all After Effects items for a project in the same folder. *Expect to lose progress at some point!* **If/when this happens, it does NOT excuse late or incomplete work!** **How to reduce the likelihood of data loss:** ✦ Save. Save often. Save constantly. If you make a change, save your file! ✦ Save incrementally. Meaning – save your files in versions, like CarterMichele_project1.aep, CarterMichele_project2.aep, CarterMichele_project3.aep, etc etc. ✦ Back up your files onto a flash drive or personal cloud at the end of each work session. Save class materials together on your computer, then back up! ✦ HOWEVER – NEVER work directly off of a flash drive! They are cheap and die and are slow. They should ONLY be used to back up and transport information, never as the sole means of storage. 1) Copy your files from the flash drive to the computer. 2) Remove the flash drive. 3) Work work work animate work. 4) Then when you're done, put the flash drive back in, copy the files back over to the flash drive. NEVER work directly off of those USB drives!
In the Zoom Classroom	Students are expected to come prepared to every class. Coming prepared means: ● doing any assigned readings ● having your camera ON and microphone OFF until you ask questions ● having your hard drive or files ready on a flashdrive, dropbox.com or Google Drive and ready to work in class ● being well-rested and excited to go! **General classroom expectations:** Be present, show up to zoom sessions, and take notes. Classes will be recorded and saved into the Content Section of D2L to be rewatched. ***Students will be expected to follow the syllabus schedule for reading assignments.*** Participation is required! Speak up! First, students are highly encouraged to ask questions and offer comments relevant to the day's topic. *Participation allows the instructor to hear the student's voice before grading papers.* Secondly, students will be called upon by the instructor to offer comments related to the reading assignments.
Attendance	**Excused absences:** You are allotted 20% of the number of the classes scheduled for the quarter (for a twice-a-week class, that's four). More than that and you will not pass the class. Note that *THESE are your excused absences* – if there is an **emergency** or you must miss class, this is what these excused absences are for. These excused

	absences are NOT for being lazy, so use them wisely as there will be NO exceptions. I will be taking attendance for online sessions. **Tardiness** is defined as not in the classroom when attendance is called or departing before the class has been formally dismissed by the instructor. Tardiness that exceeds thirty minutes will be counted as an absence. TWO late arrivals or early departures, or a combination of both, are counted as one absence. No **incompletes** will be given without documented proof of circumstances beyond your control. The student is responsible for watching any lectures and turning in assignments for classes 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. **FINAL CRITIQUE: Wednesday 3/17 - 11:30am-1:45pm** Doing so will automatically lower your final grade by 5% (1/2 letter grade). If for some reason you cannot make this day, you must contact me at the beginning of the quarter to work out the details. Excuses given after the fact will not be accepted. There is no final exam but we will have final critique on the set-aside time. Check the school's calendar for all final exam dates.
Homework and class work	This class is project-based and work-intensive. Most of your grade will be based on weekly projects, self critiques, and WIP check-ins. Writing is required as an accompaniment to many projects in the form of critiques of work, planning, or creative story. This will fulfill the Liberal Studies requirement for this course. All assignments and grades will be listed on D2L. https://d2l.depaul.edu/ **LATE ASSIGNMENTS:** A buffer of a week after the listed D2L deadline will be allowed for a 50% point reduction. D2L boxes will stay open to accommodate this. Do not e-mail me any work. If you miss the cut off, that's it. You cannot pass this class with consistently late assignments.
Tools and Software	If you have never used a tool (be it manual or digital) – it might take some time and dedication to learning how to use it (be it in this class or another class). Do the best you can, and I am here to help. E-mail me if you need help and we can set up a meeting. **<u>SOFTWARE</u>** - *Adobe software** - After Effects, Media Encoder, and Animate CC (sometimes in combination with 2d and other manual approaches) will be covered. - *Stop-motion Studio* (Free Smart Phone Software) **The school will provide free access to Adobe Creative Cloud for use at home. Make*

	sure you have it downloaded and ready for assignments. I will let you know what software is needed for the following week, but it is a good idea to have all three downloaded already.
Supplies	*Digital required materials:* ● A working internet connection (must be able to stream video and Zoom) ● Home computer (must be able to run Adobe Software) ● Storage: An 8-16 gig flash drive (or some free online storage!) *Extra required materials:* ● Various pen or pencils ● 3x5 note cards (before class 2) ● Sketchbook 9"x12" ● Smart phone Tri-pod with Bluetooth remote (order ASAP) ● 8.5"x11" paper (10-15 sheets)
Bibliography	Try Barnes and Noble online or Amazon for quick shipping. Order ASAP. ***Required: Animation Cinema Workshop: From Motion to Emotion by Robi Engler*** ***Optional:*** *The Animator's Survival Kit by Richard Williams* **Recommended**: After Effects Visual Quickpro Guide (for Windows and Mac) **Recommended**: Photoshop Visual Quickstart Guide (for Windows and Mac)
Grading	● 10% Participation in class (screenings, discussions, etc); class preparedness (ready to work, ready to discuss assigned readings/viewings, attendance, in class exercises) ● 75% Projects ● 15% on Writing Assignments Letter grades are assigned by the following point values: 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. Students do NOT receive an "A" by default! A *indicates total excellence*, B indicates good work, C indicates average, uninspired work, D work is unsatisfactory, F is really, really bad.
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 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.
	No Incompletes will be granted without evidence of unavoidable circumstances.
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.

Schedule for the Quarter

Week	Topics/ Outcomes	Class Activities	Due Dates/Assignments
Week 1 1/4 and 1/6	Syllabus Class Introductions	History Intro Lecture Drawing exercises	Read: Animation History Introduction on D2L HW: Get materials/textbooks -Draw 48 notecards
Week 2 1/11 and 1/13	Learn After Effects	History Pt 2 Watch Screenings After Effects Render Demo	Read: Introduction and Early History (https://www.britannica.com/art/animation) HW: Render Flipbook Due Project: Flipbook- 48 Notecards

			(show in class)
Week 3 1/18 (No Class) and 1/20	Learn Animation Principles	CC Animate Demo Ani Principles Pt 1	Complete readings **(Engler pg. 95-123)** Due Project: Flipbook- MP4 HW: Project Abstract
Week 4 1/25 and 1/27	Learn Animation Principles	History Pt 3 Ani Principles Pt 2 After Effects Demo	Complete Readings **(Engler pg 125-152)** HW: Comedy After Effects Motionography Due Project: Abstract MP4 and FLA
Week 5 2/1 and 2/3	Learn Character Design	History Pt 4 Character Games Screenings Drawing	Complete Readings **(Engler pg. 153-166)** HW: Character Sheets/Stories Due: Motionography Project
Week 6 2/8 and 2/10	Learn landscape parts Learn Cycles Learn After Effects tools	History Pt 5 After Effects demo In class Landscape	Complete Readings **(Engler pg. 221-247)** HW: Finish Landscapes/Download Stop-motion Studio Due: Character Sheets/Stories
Week 7 2/15 and 2/17	**Introduce Final** Experiment with Stop-motion	History Pt 6 Brainstorm Ideas Screen Examples Shoot Test Footage	Complete Readings **(Engler pg 83-91)** **HW: Finish Test Footage** Due: Landscapes
Week 8 2/22 and 2/24	Learn Storyboards Learn Camera shots	Storyboarding games Camera shots	**HW: Finish Storyboards and Shoot final footage**
Week 9 3/1 and 3/3	Learn Editing and Effects	After Effects Demo Editing Tips Zoom work time	**HW: Finish Editing Footage**
Week 10 3/8 and 3/10	Work on Finals	Open and hosted Zoom work time	**HW: Render an MP4 of your final**
Week 11 Wed – 3/17	Class critiques 11:30am-1:45pm	Zoom critiques	**Due: An MP4 of the Stop-motion Pixilation Final is due on D2L** **Be prepared to present your work, it is a 5% grade drop to miss this.**