

**ANI 153
Harmony
Workshop**

Spring 2023 Monday 3:10 – 4:40 pm
Instructor: Matt Marsden
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Course Description

As a workshop this course will focus on the fundamentals of Toonboom Harmony as both a digital drawing/editing tool as well as a means to create and animate digital 2D puppets. Also covered are the primary mechanical principles required to create convincing animated movement as well as methods for the production of distinctive character design. The material will be covered through weekly assignments, lectures, demonstrations, critiques and screenings of relevant films.

Attendance

Is mandatory as many of these animation techniques build upon one another. Two or more absences will result in a significant grade reduction.

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. If you arrive late for class, it is your responsibility to make sure that you have been marked tardy rather than absent.

Class Work

This class will require much work in the lab using the Cintiq and Toonboom Harmony. In order to complete all of the digital art production and animation students will have to allot a considerable amount of non class time to work in labs or on laptops.

Grading

20% Attendance and participation in class
60% Weekly Animation Projects
20% 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.

**Cell Phones
and Laptops**

Use of cell phones in the class 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. Laptop computers must be closed during all screenings, and may only be used for note taking.

Bibliography

No textbook is required for this course but
Animate to Harmony by Adam Philips is encouraged

This schedule is subject to change throughout the quarter.

Schedule

Week 1

DISCUSS: INTRODUCTION TO THE COURSE. CHARACTER DESIGN CONSIDERATIONS. MODEL SHEETS.

ASSIGNMENT: DESIGN BIPEDAL CHARACTER FOR JUMP PROJECT. DUE NEXT WEEK.

Week 2

DISCUSS: THE USE OF CINTIQS IN HARMONY. TRANSLATION OF MODEL SHEETS INTO BASIC VOLUMES. LINE QUALITY FOR EFFICIENT HAND DRAWN ROUGH ANIMATION. CONSIDERING WEIGHT. CREATING EFFECTIVE POSES. ANTICIPATION POSES. USING THE TIME LINE AND EXPOSURE SHEET IN HARMONY.

ASSIGNMENT: CREATE KEY POSES FOR JUMP PROJECT. BEGIN ROUGH ANIMATION. DUE NEXT WEEK.

Week 3

DISCUSS: THE USE OF 1, 2 AND 3 FRAMES PER DRAWING FOR EFFECT. EFFECTIVE TIMING. EDITING IN HARMONY USING THE TIMELINE AND EXPOSURE SHEET. EXTENDED FRAMES AND THE USE OF LAYERS. EXPORTING FROM HARMONY.

ASSIGNMENT: COMPLETE ROUGH INBETWEENS FOR JUMP PROJECT. TURN IN AS QUICKTIME MOVIE ON D2L. CONSIDER DESIGN FOR DIGITAL CUT-OUT CHARACTER. DUE NEXT WEEK.

Week 4

DISCUSS: CREATING A DIGITAL CUT-OUT CHARACTER IN HARMONY. CREATING ROTATION POINTS AND PARENTING IN HARMONY.

ASSIGNMENT: CREATE A DIGITAL PUPPET AND SET ROTATION POINTS. PUSH AND PULL PUPPET PARTS ON Z AXIS FOR PROPER DESIGN. PARENT FOR DESIRED MOVEMENT. DUE NEXT WEEK.

Week 5

DISCUSS: TOOLS FOR ROTATION ANIMATION IN HARMONY. REFINEMENT OF TIMING IN THE TIMELINE USING EASE IN/ OUT TOOLS.

ASSIGNMENT: CREATE KEYFRAMES AND ANIMATE DIGITAL PUPPET. CONSIDER DESIGNS FOR BONE DEFORMATION ASSIGNMENT. DUE NEXT WEEK.

Week 6

DISCUSS: USING PEGBARS, BONE DEFORMATION AND RIGGING IN HARMONY.

ASSIGNMENT: CREATE A DIGITAL CUT OUT ANIMATION USING FULLY RIGGED CHARACTERS AND EMPLOYING AT LEAST ONE BONE DEFORMATION ON EXTENDED LIMB. DUE IN 2 WEEKS.

Week 7

DISCUSS: REPLACEMENT ANIMATION AND USING THE DRAWING LIBRARY IN HARMONY.

ASSIGNMENT: ANIMATE DIGITAL CUT OUT CHARACTER. DUE NEXT WEEK.

Week 8

DISCUSS: PANS AND ZOOMS IN HARMONY. ADJUSTING BACKGROUND ELEMENTS ON Z AXIS FOR PARALLAX EFFECT.

ASSIGNMENT: DESIGN CHARACTERS AND BACKGROUNDS FOR FINAL PAN PROJECT. RIG CHARACTERS AND ARRANGE BACKGROUND ELEMENTS. DUE NEXT WEEK.

Week 9

DISCUSS: USING EFFECTS. THE COMBINATION OF HANDDRAWN ANIMATION AND DIGITAL CUT-OUT ANIMATION IN HARMONY.

ASSIGNMENT: WORK ON FINAL.

Week
10

DISCUSS: INDIVIDUAL REVIEW OF FINAL PROJECT IN LAB.

ASSIGNMENT: ANIMATE!