Sept. 11, 2013

**ANI 101-701: Animation for Non-Majors**

**Autumn Quarter 2013-2014**

**Meeting Time:** Wednesdays 5:45 -9:00 pm

Sept. 11, 2013 through November 20, 2013

**Meeting Place:** CDM Loop campus room 206

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| **Instructor:** Jacqueline Smessaert Brennan  **Office Hours:** Mondays and Wednesdays 1:45-4:00 pm  or by appointement  **email:**jbrennan@cdm.depaul.edu  **COURSE DESCRIPTION:**  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.  **This is a hands-on class with a weekly assignment**, some written and some practice oriented. Animation is a field where you will learn by doing so be prepared to devote a bit of time each week to these assignments. The digital assignments will be done using Adobe PhotoShop and After Effects which are available in the student labs of the CDM building. Again, make sure that you allow time in your schedule to access the labs so that your assignments may be completed on time.  Pre-requisite: none  Last Day to Drop classes without penalty or add pass/fail option: September 24, 2013  **GOALS/OBJECTIVES**   * To instill an appreciation of the technical and artistic contributions of animators throughout history * To build the students critical vocabulary, and to encourage reflective (both oral and written) of works of animation * To gain an understanding of the economic, social and technological contexts that have shaped the development of animation around the world * To discover lesser-known work from under-represented genres and cultures, and the value of their diversity * To explore the varied potential of animation as an entertaining, expressive and meaningful art form   **REQUIRED TEXTBOOK:**  **The World History of Animation** by Stephen Cavalier, University of California Press; 1 edition (September 9, 2011), ISBN: 9780520261129  **COURSE MANAGEMENT SYSTEM:**  COLweb: <https://col.cdm.depaul.edu/>  This is where all documents, assignments, schedule, grades, etc are to be found  **Liberal Studies Arts and Literature Domain**  Description ANI 206 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 courses 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 Policies**  **Changes to Syllabus**  This syllabus is subject to change as necessary during the quarter. If a change occurs, it will be thoroughly addressed during class, posted under Announcements in COLweb and sent via email.  **Online Course Evaluations**  Instructor and course evaluations provide valuable feedback that can improve teaching and learning. The greater the level of participation, the more useful the results. As students, you are in the unique position to view the instructor over time. Your comments about what works and what doesn’t can help faculty build on the elements of the course that are strong and improve those that are weak. Isolated comments from students and instructors’ peers may also be helpful, but evaluation results based on high response rates may be statistically reliable (believable). As you experience this course and material, think about how your learning is impacted. Your honest opinions about your experience in and commitment to the course and your learning may help improve some components of the course for the next group of students. Positive comments also show the department chairs and college deans the commitment of instructors to the university and teaching evaluation results are one component used in annual performance reviews (including salary raises and promotion/tenure). The evaluation of the instructor and course provides you an opportunity to make your voice heard on an important issue – the quality of teaching at DePaul. Don’t miss this opportunity to provide feedback!  **Academic Integrity and Plagiarism**  This course will be subject to the academic integrity policy passed by faculty. More information can be found at http://academicintegrity.depaul.edu/.  The university and school policy on plagiarism can be summarized as follows: Students in this course 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 any 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.  **Withdrawal**  Students who withdraw from the course do so by using the Campus Connection system (http://campusconnect.depaul.edu. Withdrawals processed via this system are effective the day on which they are made. Simply ceasing to attend, or notifying the instructor, or nonpayment of tuition, does not constitute an official withdrawal from class and will result in academic as well as financial penalty.  **Retroactive Withdrawal**  This policy exists to assist students for whom extenuating circumstances prevented them from meeting the withdrawal deadline. During their college career students may be allowed one medical/personal administrative withdrawal and one college office administrative withdrawal, each for one or more courses in a single term. Repeated requests will not be considered. Submitting an appeal for retroactive withdrawal does not guarantee approval.  College office appeals for CDM students must be submitted online via MyCDM. The deadlines for submitting appeals are as follows: Autumn Quarter: Last day of the last final exam of the subsequent winter quarter Winter Quarter: Last day of the last final exam of the subsequent spring quarter Spring Quarter: Last day of the last final exam of the subsequent autumn quarter Summer Terms: Last day of the last final exam of the subsequent autumn quarter  **Excused Absence**  In order to petition for an excused absence, students who miss class due to illness or significant personal circumstances should complete the Absence Notification process through the Dean of Students office. The form can be accessed at http://studentaffairs.depaul.edu/dos/forms.html. Students must submit supporting documentation alongside the form. The professor reserves the sole right whether to offer an excused absence and/or academic accommodations for an excused absence.  **Incomplete**  An incomplete grade is a special, temporary grade that may be assigned by an instructor when unforeseeable circumstances prevent a student from completing course requirements by the end of the term and when otherwise the student had a record of satisfactory progress in the course. CDM policy  requires the student to initiate the request for incomplete grade before the end of the term in which the course is taken. Prior to submitting the incomplete request, the student must discuss the circumstances with the instructor. Students may initiate the incomplete request process in MyCDM.   All incomplete requests must be approved by the instructor of the course and a CDM Associate Dean. Only exceptions cases will receive such approval.   If approved, students are required to complete all remaining course requirement independently in consultation with the instructor by the deadline indicated on the incomplete request form.   By default, an incomplete grade will automatically change to a grade of F after two quarters have elapsed (excluding summer) unless another grade is recorded by the instructor.   An incomplete grade does NOT grant the student permission to attend the same course in a future quarter.  **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: Student Center, LPC, Suite #370 Phone number: (773)325.1677 Fax: (773)325.3720 TTY: (773)325.7296    **COURSEWORK AND POLICIES FOR ANI 101-701, Fall 2013-2014**  **Attendance:** Because the summer courses progress at an accelerated rate,  attendance is very important. Students will be allowed a maximum of **ONE** unexcused absence without penalty. **TWO absences** will result in lowering your final class grade one full letter grade. **THREE absences** will result in failure of the class.  If you arrive late for class, it is your responsibility to make sure that you have been marked tardy rather than absent.  **Screenings-** We will be watching many examples of animation, complete when possible, but often just selected parts due to our time constraints. There is a good chance that some of the things we watch in class you will not be able to find on your own, and everything shown in class is liable to be material for a quiz question, so it would be a wise idea to take notes as we view and discuss work.    **Assignments and Exercises** – must be completed by the due date as indicated in the syllabus. Late work will not be accepted without consent of the instructor and is subject to grade penalty. Generally speaking the penalty will be one letter grade per each day late.  With certain exceptions, assignments in this class will be submitted digitally via COL web. The instructor will specify the preferred method of submission for each assignment.    **Class Participation** – Participation in discussions and class activities is a must. Students **will be graded** on the extent to which they are involved throughout the quarter.  **Changes** **to the Schedule** – Depending on time factors, the assignments projected for the term may require slight alteration or rescheduling. Any changes will be discussed in class and posted on COLweb.  **CLASS WORK**  **Reaction papers**  There will be two reaction papers assigned. These papers should be approximately 400 words and should discuss an animation we watched in class. Samples and specifics will be provided in class and on Colweb  **Comparison paper** The course also requires a 4 page paper comparing two pieces of animation that have a common thread but use may utilize different techniques or reflect a different perspective based on director, time period or cultural perspective.  **Hands on animation projects**  Throughout the quarter we will do several different animation projects using a variety of techniques. Some of these exercises will require using software that is available in all cdm labs and in labs on the Lincoln Park Campus. You will need to make sure you can devote a bit of time to get to the labs and work on these assignments. Most importantly, this is NOT an art class. I am more concerned that you understand the concepts of each technique. Stick figures are welcome !  **Midterm** In this case, more of a ¾ term. There will be a test covering the animation concepts and terms that we will have covered up to this point in class.  **Final Project** In lieu of a final exam, you will be required to plan and create a 10 second piece of animation using any one (or combination) of the techniques we will have learned throughout the quarter.  **Hands on animation projects**  Throughout the quarter we will do several different animation projects using a variety of techniques. Some of these exercises will require using software that is available in all cdm labs and in labs on the Lincoln Park Campus. You will need to make sure you can devote a bit of time to get to the labs and work on these assignments. Most importantly, this is NOT an art class. I am more concerned that you understand the concepts of each technique. Stick figures are welcome !  **Midterm** In this case, more of a ¾ term. There will be a test covering the animation concepts and terms that we will have covered up to this point in class.  **Final Project** In lieu of a final exam, you will be required to plan and create a 10 second piece of animation using any one (or combination) of the techniques we will have learned throughout the quarter.  **GRADING BREAKDOWN**  Assignment Points Percentage of Grade   |  |  |  | | --- | --- | --- | | Reaction Paper #1 | 50 | 5 | | Flipbook | 50 | 5 | | Reaction Paper #2 | 50 | 5 | | Choice of Stop Motion or Hand Drawn | 100 | 10 | | Digital Bouncing Ball | 100 | 10 | | Comparison Paper | 100 | 10 | | Digital Walk cycle | 100 | 10 | | Midterm Test | 100 | 10 | | Pitch for Final Project | 50 | 5 | | Rough Draft | 50 | 5 | | Final Project | 200 | 20 | | Class participation | 50 | 5 | | **TOTALS** | 1000 | 100 |  |  |  |  | | --- | --- | --- | | A  = 100-93 % | A- = 92-90% | B+ = 89-87% | | B   = 86-83 % | B-  = 82-80% | C+ = 79-77% | | C   = 76-73% | C-  = 72-70% | D+ = 69-67% | | D  = 66-63% | D- = 62-60% | F  = 59-0% |   \*\*Your grades are based upon completion of assignments when due, quality of work, active class participation and attendance.\*\* | | |
| |  |  | | --- | --- | | **CLASS SCHEDULE FOR Fall2013-2014 (subject to change due to time constraints)** |  | |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | WEEK | TOPIC |  |  |  | NEEDED | | Week 1  Sept. 11 | **Topic:** Animation in our world today /Visual Communication  **Lecture/Discussion:**  We will start out with an overview of the class, review of syllabus and objectives we would like to achieve by the end of the quarter.  After the ground rules are set, we will jump right in and discuss the prevalence and many uses of animation in our world today. We will also discuss general film terms and talk about the elements that go into making a successful piece of animation. The idea is for you to learn how to look at a piece of animation and dissect how the animator uses a particular, media, style, mood, sound , etc. to communicate a particular message.  **Assignment: Reaction Paper1**  Write a 1.5- 2 page paper regarding your reaction to one of the animated pieces screened in class. Write about how the various elements (syle, sound color) were used to tell a story or convey a message and the impact that these choices had on your perception of the piece |  |  |  | 1 | | Week2  Sept. 18 | **Topic: Where it all began and how it has evolved**  **Lecture:** We will do a quick historical overview of animation starting with the earliest optical toys that paved the way for the animation as we know it today.  **Assignment:Flipbook**  Make a flipbook animation consisting of at least 20 images on 4 X 6(or 3x5, something in that neighborhood) notecards, held together with a metal clip |  |  |  | 3 | | Week 3  Sept. 25 | **Lecture/ Discussion: Stop Motion Animation**  We will view and discuss a number of stop motion animation pieces. This genre includes clay, cut paper and puppet animation. We will further our study of the principles of animation with particular attention to techniques used in this particular medium. We will also get hands on by going to the stop motion lab. Every student will have some time under the camera to try their hand at the technique.  **Assignment**: Reaction paper 2  Write a 1.5 – 2 page paper discussing your reaction to one of the animated pieces screened in the last 2 weeks of the class. |  |  |  | 1 | | Week 4  Oct. 2 | **Lecture/Discussion: Hand Drawn Animation**  Now that we are familiar with the very basics of animation, we will begin to study various techniques individually. This week we will study hand drawn or “traditional” 2d animation . In addition to viewing a variety of samples from this genre, we will also discuss, from a technical standpoint, the process of creating hand drawn animation and how that process has evolved over the years. We will also be discussing the animation principles of pose to pose animation, eases, beakdowns and squash and stretch.  **Assignment** Stop Motion or Hand-Drawn assignment  At this point you will have been exposed to both stop motion and hand drawn animation techniques. Now it is time to try your hand at one of them. You will create a short piece (3-5 depending on which medium you choose) of animation by either shooting a piece of stop motion animation in the 8th floor lab or creating a series of drawings that will animated when shown sequentially. |  |  |  | 1 | | Week 5  Oct. 9 | **Lecture:** **Digital Animation**  We will take a look at the impact that computers have had on animation. We will study a variety of pieces that include varying degrees of digital assistance. We will then go to a **computer lab** and begin exploring the world of digital animation by using Adobe After Effects to create our own digital animation. You will learn how to set key frames and adjust eases to get a more realistic feel for the bounce of your ball.  **Assignment:** Create a bouncing object and becoming familiar with the tools of the program to reinforce the principles of animation |  |  |  | 3 | | Week 6  October 16 | **Lecture: 3D ANIMATION**  In the 1990s 3d computer animation burst onto the newly revived animation landscape. We will take a look at its impact on tv, movies and video games and also a quick peek at a 3d animation software.  **Assignment**: Comparison paper due next Monday |  |  |  |  | | Week 7  Oct.23 | **Lecture:Creating and animating a digital character**  We will study how to create a multi jointed character in PhotoShop, bring the file into After Effects and create a rigged character to animate. The basic concepts learned in this exercise should give you a very basic understanding of animation concepts used in Flash and 3d computer animation. Animation concepts to be discussed will be hierarchical animation, follow through, secondary action, overlapping action.We will also discuss various types of “cycles” and their use in different forms of animation. There will be lab time to work together as a class in AfterEffects.  **Assignment:** Create a 2 – 3 second walk cycle with the jointed character you have created. Turn in as a Quick time. |  |  |  | 2 | | Week 8  Oct.30 | **“Midterm” Test to be taken second half of class**  **Lecture:** Staging, planning, story boarding and animatics. We will be preparing you to plan you final animation piece and the choices you will be making (technique, timing, mood, theme, etc) before you begin. Also, use of “2.5 D” in AfterEffects to enhance your storytelling capabilities. Also “hybrid animation will be discussed  **Assignment:** Create a “pitch” presentation for your final project. At least a one page description of the story/theme, technique, style of your final piece. Include reasons why you chose the topic that you did and why you feel the particular style is a good method to deliver your message. Very simple storyboard/animatic is also required and, if you wish, visual references for the style you hope to create. |  |  |  | 2 colors | | Week 9  Nov. 6 | **Lecture: From idea to completion**  We will talk about setting up a rough draft for you final projects. Also included how to add sound, titles and depth. We will go to the lab in the second half of class to learn some feature of Aftereffects that will be useful in assembling your final project.  .  Assignment: Create a rough draft of your final animation project. The idea is to get the overall timing and staging of the animation in place. |  |  |  | 1 pair | | Week 10  Nov.13 | **Wrapping Things Up**  *Critique rough drafts*  We will be tying up any loose ends in terms of animation in general and your projects specifically. I will also be meeting with people one on one to discuss specific concerns and issues you may be having with your final animation project, |  |  |  |  | | FINAL NOV. 20  5:45 -9 pm | Final Project due. They will be presented and discussed during this time. **Attendance is mandatory**. Failure to attend will result in lowering your final project one full letter grade. |  |  |  |  |  |  |  | | --- | --- | |  |  | | |  |
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