**ANI 231 – 602**

**Summary of Course**

This is an introductory course in 3D computer animation. It will emphasize traditional animation principles as applied to 3D computer animation. Topics will include: principles of animation, transformations and deformations of 3D objects, rigging, cameras and lights, and rendering. You must have successfully completed ANI 230 to participate in this class.

**Prerequisites**

Successful completion of ANI 230

**Textbooks and Printed Resources**

The Animators Survival Kit - Richard Williams, Publisher: Faber and Faber Inc. 2001

**Grading Policy**

Standards for Achievement:  
Grade A: Excellence  
Grade B: Good work   
Grade C: Satisfactory work  
Grade D: Unsatisfactory work  
Grade F: Unacceptable or excessive missing work, excessive absences

Assignments: 95 points  
Participation: 5 points  
  
Bouncing Balls (2): 10% (10 points)  
Self-propelled Ball: 5% (5 points)  
One-Legged Jump: 10% (10 points)  
Fist Pound 10% (10 points)  
Lower Body Walk: 10% (10 points)

Advanced Rigging & ROM: 15% (15 points)  
Final Animation: 35% (35 points)  
Participation: 5 points  
  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Total 100 points  
  
  
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  
  
Requesting an incomplete grade: An incomplete grade may only be assigned to a student if the student has experienced an extenuating circumstance near the end of the term, the student is in good standing in the class, and the request is made by the student.  
  
Your grade will depend on the following criteria:  
  
Meeting Project Deadlines.  
Creativity and personal input into execution of project  
Coming prepared to class and participating in class discussions.  
Working in class.  
  
**Course Policies:**

Student absences are not expected to exceed more than 15% of the number of the classes scheduled for the semester (3 absences). A 4th absence will result in a lowering of your final grade (1 full letter). A 6th absence will result in an F for your final grade.   
  
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.  
  
You may not miss the 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.  
  
All assignments and grades will be listed on our Course Online site: https://col.cdm.depaul.edu  
  
All assigned work must be completed and submitted through COLweb BEFORE class starts. This will keep us from wasting valuable class time. 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.

Handing in something unfinished is always better than nothing at all. Not everyone’s work will get a full review during class. We will view and discuss everyone’s final project during the last class.  
  
Digital Assignments:All assignments handed in digitally must be in the following format (please note upper an lower case usage)

LastnameFirstname\_projectnameNumber.extension  
 example: maryOmelina\_AwesomeProject01.mb  
  
\* 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 constantly.   
  
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://academicintegrity.depaul.edu/>

DO NOT SHARE FILES WITH ONE ANOTHER. DO NOT SEND YOUR FILES TO OTHER STUDENTS EVEN TO ASSIST OR ASK FOR HELP. THIS IS AGAINST DEPAUL ACADEMIC INTEGRITY POLICY.

The assignments in this syllabus may be adjusted over the course of the quarter.  
  
  
**Weekly Schedule:**

**Week 1**  
3/31 & 4/2 - Intro to 3D animation basics  
Straight-Ahead Animation Technique  
Pose-To-Pose Animation Technique  
Timing & Spacing  
Squash & Stretch  
Arcs  
Ease in / Ease Out  
Playblast  
Homework: 2 animated bouncing balls – 1 using straight-ahead animation technique & 1 using Pose-To-Pose Animation Technique  
  
**Week 2**  
4/7 & 4/9 – Anticipation; Rendering  
Anticipation  
Camera, Lighting, Rendering  
Adobe Premiere  
Homework:  Animate a 3rd ball adding anticipation. Set up a camera dn basic lighting and render all 3 balls to Quicktime movies.

Critique Bouncing Balls  
  
**Week 3**  
4/14 & 4/16 - Character Jump  
Homework: Animate a simple character action sequence

Critique Bouncing Balls  
  
**Week 4**  
4/21 & 4/23 - Intro to Walks  
Homework: Animate a lower body walk.

Critique Jumps  
  
**Week 5**  
4/28 & 4/30 - Intermediate Character Animation  
Homework: Animate a more complex character pounding his fist on a surface, focusing on flexibility. Use Key Poses and Breakdowns to achieve powerful timing and graceful fluidity.  
  
**Week 6**  
5/5 & 5/7 - Character Rigging  
Parenting  
Hierarchy  
Homework: Model a character and attach to character rig using parenting.  
  
**Week 7**  
5/12 & 5/14 - Animate character rig ROM.

Critique Walks and Flexibility  
  
**Week 8**  
5/19 & 5/21 – Final project planning; blocking animation  
Homework:  Animate a ROM using your character from last week, demonstrating the character’s range of motion.  
Final Project Homework:  Plan your final animation and begin blocking

Critique Characters & ROM  
  
**Week 9**  
5/26 & 5/28 – Final Project – Blocking Key Poses and Breakdowns  
Homework: Work on your final  
  
**Week 10**    
6/2 & 6/4 – Final Project – Troubleshooting your animations  
Homework: Work on your final  
  
**Final Exam**  
Your exam is on June 11, 2014, from 11:45 AM to 2:00 PM

FINAL EXAM (CRITIQUE) ATTENDANCE IS MANDATORY. NO LATE ANIMATIONS WILL BE ACCEPTED FOR IN-CLASS CRITIQUE. MISSING CLASS OR TURNING IN YOUR FINAL PROJECT LATE IS AN AUTOMATIC 2 LETTER GRADE DEDUCTION OF YOUR FINAL GRADE.

**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 D2L or COLWeb and sent via email.

**Online Teaching Evaluation**

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.

**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](http://www.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](mailto:csd@depaul.edu).

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