Syllabus ANI 101   Summer I 2015

Tue & Thu 1:00 – 4:15pm
LPC, Levan Ctr Room 301
Instructor: Steve Socki ; ssocki@cdm.depaul.edu
Office: CDM Room 511; hours: Wednesdays 1:00 – 5:00pm

Learning Goals
- Create in-class exercises of essential animated techniques using the animation lab software and equipment
- Interpret and analyze historic animated films through written contrast and comparison
- Extend knowledge of the art of animation by developing critical and reflective skills related to personal expression and cultural significance
- Participate in class critiques of assigned projects

Learning Outcomes
- Demonstrate proficient skills in the art of animation by creating short animated projects
- Fluency in the language of animation principles and terminology
- Understand historic animated films and appreciate their cultural and artistic influences
- Create expressive animation that incorporate professional techniques

Course Description
This is an introduction to the art of animation. We will survey some of the history, theory, and practice of several forms of animation across a variety of cultures. Projects will include hand-drawn work, digital 2D animation in Flash, and simple digital cut-out animation. No drawing skills are required.

Work will include the screening and analysis of relevant films, written critical analysis of the art of animation, readings, and in-class exercises. Weekly assignments will be critiqued with participation from the entire class.

Liberal Arts Domain
ANI 101 is included in the Liberal Studies program, 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.

Textbooks
No required text books.
Recommended: *The Animation Bible,* by Maureen Furniss (Abrams, 2008)
Additional recommended material will be posted on the D2l site.

Supplies
Required: a portable storage drive, at least 5 GB – bring to every class.
Suggested: a graphics drawing tablet such as a Wacom Bamboo; especially for students who are considering future art & design classes.

General Course Work
We will animate short, in-class exercises using the Animation Lab software and equipment. Weekly projects will be assigned utilizing these techniques.   Expect to spend at least 3-to-4 hours per week, outside of class time, to complete assignments.

Drawing skills are not required. The focus will be on the timing, rhythm, and visual choreography of shapes and imagery. Artwork is only one part of animation, so do not focus on this aspect.

Be prepared to regularly save and back-up your work.   This software may crash during the middle of an assignment. Save multiple versions of your projects; you may need to go back to something you've done earlier.

When you work on the Lab Computers, follow this protocol:
- Copy your files from your own flash drive to the computer -
- Work on your animation and save to one master folder
- When you are finished for the day, copy the master over to your own portable flash drive.

You should never work directly off a flash drive. Files will not play at correct rates, and they will crash.

Class and Lab – Subject to change

Class 1: The art of animation. Terms. Motion Arcs.
Class 2:   Create simple flipbook. Morphing shapes. Slow ins and outs.
Paper 1: Analyze animated film, 2 pages
Class 3: The physics of animation.   Acceleration, impact, force, weight.
Class 4:   Create bouncing spheres in *Flash*. Squash and Stretch.
Class 5: Cut-out animation.
Class 6: Create flying/jumping creatures in *After Effects.*
Paper 2: Compare and contrast cut-out styles. 2 pages
Class 7: Simple walks
Class 8: Adding pans to walks in *AE*. Create Walk Animation.
Paper 3: Compare 2 animated genres. 3 pages.
Class 9: Compositing multiple elements
Class 10: Repeating Cycle Animation.
Final class: Critique

Grading:
10% - Participation in class discussions and attendance
60% - Animation Assignments
30% - Papers
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.
A indicates excellence, **B** indicates good work, **C** indicates satisfactory work, **D** work is unsatisfactory in some respect, **F** is substantially unsatisfactory work.

Specific grading criteria will be noted on D2L with each assignment.
All assignments must be submitted one hour before class begins. Late assignments will not be available for critiques. Grades will be lowered for late submission, per D2L notes.

Participation
Each week we will have a class critique of the animation assignments. Students are expected to participate in constructive criticism and discussion of each other's work. It is important to understand how well you are able to express your ideas through these exercises. This is the most effective way to learn the principles of animation.

Attendance Policy
Under the summer schedule, you must plan to attend every class. More than one unexcused absences will result in a full letter grade reduction. Any student missing more than 3 classes will receive an "F" for the quarter.

You may only receive an excused absence if you request this from the office of the

Dean of Students. They will then contact me directly. Do not request excused absences or late work from the instructor.

You are responsible for any missed lectures and assignments. If you miss a class, it is still your responsibility to turn in the assignment on time. We have very tight deadlines that are in place to benefit you and your projects. Lecture notes alone will not make up for missed work.

Do not miss the final class and critique; this will result in a reduction of your participation grade (10%). If for any reason you miss the final class, you must contact the Dean of Students before the final. Excuses given after the fact will not be accepted.

No incompletes will be given by the instructor. If there were circumstances beyond your control, you can request an incomplete from the Dean of Students office; this must be made before the last week of classes.

Additional Information
CELL PHONE POLICY: 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 participation 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 and sent via email.

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 http://www.cdm.depaul.edu/Current%20Students/Pages/PoliciesandProcedures.aspx.

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:
Lewis Center 1420, 25 East Jackson Blvd. Phone number: (312)362-8002   Fax: (312)362-6544   TTY: (773)325.7296