DePaul SCA	**Advanced 3D Character Animation** Winter 2016 | T 5:45-9:00pm CDM 527 Instructor: Josh Jones
ANI 301 ANI 431	Office: CST 517 Email: jjones@cdm.depaul.edu (best way to reach me) Phone: (312)362-5876 Office hours : **T:** 10-11am, 9-10pm, **Th:** 10-11am

Course Description

This course introduces advanced concepts in 3D character animation that are necessary for achieving professional quality results. Students will hone their skills through the study of advanced techniques for animating multiple characters, creating continuity, and building character through performance. An emphasis will be placed on the exploration of movement for developing personal style. Prerequisites: ANI 300/430

Course Objectives

1) Develop more sophisticated skills for character performance

2) Expand your knowledge of animating advanced physical movements to convey weight and force

3) Experiment with both realistic and highly exaggerated styles of animation while refining your own approach to the medium

4) Identify professional practices and standards in animation industry, while creating your own advanced work to enhance your demo reel

Texts and Materials

REQUIRED TEXTS
"The Animators Survival Kit"
Richard Williams, Publisher: Faber and Faber Inc. 2001, Cost $30.00.

RECOMMENDED TEXTS
"Stop Staring"
By Jason Osipa

REFERENCE WEBSITES
www.cgmeetup.net/home/
www.autodesk.com
www.creativecrash.com
www.awn.com
www.11secondclub.com

Attendance

Student absences are not expected to exceed more than 2 absences. Any student missing 3 classes will be given a grade of "F" for the semester.

   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. This is for your benefit. A good portion of our class time will be spent doing hands on tutorials, screening films, and critiquing work. Lecture notes will not make up for these missed learning experiences.

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.

Participation   One of the best ways to learn in a classroom environment is through *active* participation in discussions and critiques. In general, we will be following a pattern of creating animation and then discussing it in critique in the following week. When I open up the floor for you to speak, please make the effort to voice your honest and constructive opinion. This will help you learn from your mistakes and progress with your animation skills.

Assignments   Assignments must be handed in on time. On time means submitted through D2L one hour BEFORE class on the day the assignment is due.

Late Work: You are allotted one late assignment per term. All other late work will not be accepted unless approved of PRIOR to the class in which it is due or accompanied by a valid medical excuse.

Written Assignments: Must be typed.

Digital Assignments: All assignments handed in digitally must be in the following format (please note upper and lower case usage)
- lastnameFirstname_projectname.extension
- example: jonesJosh_projectOne.jpeg

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 at least once a week.

Critiques   Unless I tell you otherwise, assigned work must be completed and submitted through D2L one hour BEFORE class starts. This will keep us from wasting valuable class time. In most cases (I'll let you know the exceptions) I request that you use **QuickTime** format unless discussed with me previously. AVI's are difficult to watch frame by frame (something we will be doing a lot of). **Handing in something unfinished is always better than nothing at all.** Due to the large size of our class, and the limited class time, not everyone's work will get a full review during class. If you'd like more feedback, arrange to discuss your work with me during my office hours. We will view and discuss everyone's final project during the last class.

Grading	Assignments	75% of grade
	Final Project	25% of grade
	Total	100%

	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

Your grade will depend on the following criteria:

- Meeting Project Deadlines: It is vital to have your work available for critique. Work unavailable for critique will be considered late and will not be accepted unless you are using your one "freebie."
- Creativity and personal input into execution of a project
- Coming prepared to class, including assigned reading and assignments
- Showing in-progress work which can benefit from suggestions rather than presenting entirely new work at critiques
- Effective visually aesthetic solutions to all problems assigned
- Taking initiative to work outside of class and research
- Hard work and sweat
- Participation in critiques and discussions

Cell Phones
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 grade for the class. All phone conversations should be conducted outside the class – don't disturb those working in the lab and put others in an uncomfortable situation.

Headphones
Whether working with sound in your project, or simply listening to music while working, you need to be considerate of others and wear headphones. Be aware that if the volume is high enough, others can still hear what you're listening to despite the headphones. Inconsiderate behavior will result in a lowered grade.

Academic Integrity
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://studentaffairs.depaul.edu/homehandbook.html.

Plagiarism
The university and school policy on plagiarism can be summarized as follows: Students in this course, as well as all other courses in which independent research or writing play a vital part in the course requirements, 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 a report, examination paper, computer file, lab report, or other 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.

	Materials and Supplies	All assignments in this class will be transmitted digitally online through D2L unless otherwise noted.

Schedule

This schedule is subject to change throughout the semester, and will be adapted to fit the needs of the students.

Unless otherwise noted, all assignments will be submitted in digital format online 1 hour prior to class. Assignments may be submitted earlier.

	<u>Lecture</u>	<u>Assignment</u>
Week 1 Jan 5	**Introduction** **Lecture:** Recap animation principles and workflow intro to "hyper-real"	**For next week:** Completed hyper-real action
Week 2 Jan 12	**Critique hyper-real assignments** **Lecture:** Intro to "hyper-exaggeration" Techniques to add flexibility to CG movements Squash and Stretch in 3D	**For next week: H**yper-exaggerated action
Week 3 Jan 19	**Critique hyper-exaggeration assignments** **Lecture:** Physics for animators. Working with weight, energy, balance, and momentum. Using *constraints* to animate props.	**For next week:** Pushing and Pulling exercise
Week 4 Jan 26	**Critique Push/Pull Assignment** **Lecture:** Pops n Takes. Limited animation. Establishing good character.	**For next week:** Unmotivation Assignment
Week 5 Feb 2	**Critique Unmotivation Assignment** **Lecture:** Animating multiple character shots and crowd scenes, referencing and importing assets. Bad acting and the cliché.	**For next week:** Two Character Shot Keys and Extremes
Week 6 Feb 9	Review In Progress Shots	**For next week:** Two Character Shots Completed
Week 7 Feb 16	**Critique Two Character Assignment**	**For next week:** Let's Fight Assignment Completed

	Lecture: Let's Fight! Punching, kicking, hard-hitting impacts	
Week 8 Feb 23	**Critique Let's Fight Assignment** **Lecture:** Animated run cycle- the basics and creating character	**For next week:** Run Cycle Scene
Week 9 March 1	**Critique Run Cycle Scenes** **Introduce Final** **Lecture:** Animating across the cut, working with sequences, Gaming Cycles	**For next week: Block out Sequences**
Week 10 March 8	**Individual progress critiques on final projects** Lecture: High Level Polish	**For next week:** Final due!
Week 11 March 15	**Final Critique! Tuesday March 15th from 5:45 – 9pm. Attendance is mandatory.**	