

**DePaul
CIM**

ANI 380

Animation Project Bluelight

Fall 2017 | Tues/Thurs 1:30pm-3:00pm | location CDM 803

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Office hours: Tues/Thurs 9:00 am-10:00 am and 11:40 am-12:10 pm

Course Description:

Production of an animated digital motion picture written by students or faculty within the School of Cinematic Arts. Students will work as crew under supervision of faculty members heading each of the various production areas. The goal is to work towards a completed animated digital motion picture suitable for festivals or distribution.

Individual or group research project:

This research project involves extensive field or laboratory work. The project is supervised, evaluated and graded by a faculty member.

Learning Outcomes:

Students will be able to:

- 1) Apply particular concepts from readings, lectures, etc. to an analysis of lived experiences in the settings provided by the course.
- 2) Use the experiences provided by the course to construct and articulate the impact of their experience on their understanding of course content.
- 3) Demonstrate an understanding of the ethics appropriate to his or her experiential placement.
- 4) Synthesize and articulate how the ideas and experiences provided by the course might inform their personal, academic, and/or professional pursuits.

Attendance Policy:

Absences are not expected to exceed more than 10% (2 absences) of the number of classes scheduled for the term. More than two absences will automatically result in a one-letter grade reduction for the course. Any student missing five or more classes will receive an "F" for the quarter. Contact me before class if you are unable to attend. Being late to class two times counts as one absence.

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. Lecture notes alone will not make up for missed work.

You may not miss the midterm or 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 me 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.

Important dates for Fall 2017:

- **Sep 13- last day to add/drop classes**
- **Sep 19- last day to withdraw with no tuition penalty**
- **Oct 24- last day to withdraw**

Dailies

Dailies refer to the rough footage completed per day (in our case- per week) on a film production. In general, we will view dailies every Thursday, followed by new demos and assignments. All new work must be posted at least one hour prior to Thursday's class so it can be compiled for *dailies*. Your work in progress will be reviewed in class on Tuesday where you'll have a chance to ask questions, receive notes and make improvements.

Studio Environment

The success of this project depends on how well we work collaboratively. Unlike other classes, if one member of the team misses a deadline or delivers work of inferior quality, the group cannot proceed to the next stage. Therefore, you must meet the criteria weekly, and will be graded on these checkpoints. **With every checkpoint, you will submit a self-assessment: What you set out to do, what was actually accomplished, a score (1-10) and what you plan on doing for the next checkpoint.**

Class Work

- Late work: 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.
- File Management: It is important that you learn our workflow ASAP, and ask questions if you are unclear about the pipeline. This will help to keep the production manageable.

* Special Accommodations: If you have any special considerations please talk to me.

* 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 daily; it is strongly recommended to back up to more than one place.

Grading

5 checkpoints, each 20% of the final grade **(Remember to include the required self-assessment each time. See above.)**

	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

Standards for Achievement:

Grade A:

Student performs in an outstanding way. Student exhibits achievement and craftsmanship in all work. Design criteria is exceeded and student challenges him/herself in project design. Student exhibits commitment to expanding ideas, vocabulary and performance.

Grade B:

Student performs beyond the requirement of the project. Student exhibits above average progress and craftsmanship. A design criterion is exceeded. Student exhibits above average interest in expanding idea, vocabulary, and performance.

Grade C:

Criteria of assignment is met, and all requirements are fulfilled. Student shows average quality work and minimum time and effort on projects. Student shows moderate interest.

Grade D:

Student performance is uneven and below average. Requirements for projects are only partially fulfilled. Minimal interest is shown and attendance, participation and involvement are inadequate.

Grade F

Student fails to meet minimum course requirements and shows no interest. Levels of participation and craftsmanship are extremely poor. Student's attendance is inadequate.

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 before

**Materials,
Supplies &
shooting**

There will be some communal materials available while supplies last. While not required, it is recommended you bring your own preferred sculpting tools such as dental tools, pliers, blades, safety glasses etc. See the attached supply list: these items are not required- simply for your reference. If we are running low on an item, please let me know in advance so I can place an order.

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.

**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.

* Special Accommodations/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.

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 online 1 hour prior to class. Assignments may be submitted earlier.

	<u>Lecture</u>	<u>Assignment given</u>
Week 1 Sep 7	Introduction to the Project Content, technique and roles defined	Begin preliminary designs
Week 2 Sep 12	technique and roles defined	Finish preliminary designs, solid start to at least one performance test
Sep 14	Review Designs and Performance tests (Works in progress) File management Class exercise production pipeline	Finesse first performance test
Week 3 Sep 19	Work day- Individual progress critiques	Checkpoint #1 with self-evaluation
Sep 21	Review Checkpoint #1 Translating designs to 3D	Start character/set builds 25% complete
Week 4 Sep 26	Techniques/materials demo	Character/set builds 50% complete
Sep 28	Review characters/sets (Works in progress)	Character/set builds 75% complete
Week 5 Oct 3	Photographing/testing "Proof of concept"	Checkpoint #2 with self-evaluation Character/set builds 75% complete
Oct 5	Review Checkpoint #2 Performance tests- putting the builds to work in motion	Begin performance testing

Week 6 Oct 10	Iteration- learning how to let go, scrap ideas and make improvements	Performance testing
Oct 12	Cinematography	Performance testing
Week 7 Oct 17	Advanced animation 1	Checkpoint #3 with self-evaluation
Oct 19	Review Checkpoint #3 Advanced animation 2	Pop throughs
Week 8 Oct 24	Using reference while following style guides	Finish pop-throughs, begin polished shots
Oct 26	Data wrangling	Polished shots
Week 9 Oct 31	Work day- Individual progress critiques	Checkpoint #4 with self-evaluation
Nov 2	Review Checkpoint #4 Special effects, multiple passes	Pop throughs
Week 10 Nov 7	Compositing, rig removal and outputting	Finish pop-throughs, begin polished shots
Nov 9	Individual progress critiques	Polished shots
Week 11 Nov 14	Individual progress critiques	Checkpoint #5 with self-evaluation
Nov 16 (finals week)	Final (Checkpoint #5) ATTENDANCE MANDATORY NOTE: FINAL WILL BE HELD IN SAME ROOM unless otherwise noted Thursday, November 16, 11:30am-1:45pm	All final assets turned in

Stop-motion tools and materials (No need to run out and purchase- they are here for your reference.)

Aluminum wire
steel wire
safety glasses
modeling clay (oil-based plasticine)
super-sculpey
liquid latex
Polyurethane foam
epoxy putty
wing nuts
machine screw nuts
machine screws
liquid epoxy
clay (water based)
plaster
silicone
foam
vinyl gloves
cups (plastic and paper)
Aluminum foil
Square tubing
mixing sticks
xacto blade
glue gun
glue sticks
dental/sculpture tools
Toaster oven
scissors
Drill
needle nose pliers
chicken wire
burlap
plastic mixing containers
foam core
wood (various)
Heat Gun
Jig saw
Dremmel tool