

# Animation I

## syllabus

**DEPAUL**  
**CDM**

### Animation I

spring 2018  
M, W 3:10pm - 4:40pm  
CDM 722

Instructor: Brian Ferguson

**ANI 201**

Office: 461  
Email: [bfergus3@cdm.depaul.edu](mailto:bfergus3@cdm.depaul.edu) (best way to reach me)  
phone: (312) 362-1422  
Office hours:

M: 9 am - 10:00 am, 1:30 pm - 3:00 pm  
W: 9 am - 10:00 am, 1:30 pm - 3:00 pm  
Thu: 9 am - 12:00 pm, 1:00 pm - 4:30 pm (advising and teaching)

### Course Description

This course is an introduction to the art, practice and technology of animation. Through weekly assignments and critiques we will learn (and practice, practice, practice) the basic principles of traditional animation. We will apply these techniques to handmade, digital and experimental approaches to animation.

A variety of historic and contemporary animated films will be screened in class for inspiration, discussion and analysis.

The class work will require the use of Flash, After Effects, tvpaint, and some Photoshop, along with the use of a digital tablet such as Wacom. These materials are available in the CDM labs in the Loop Campus. The coursework will prepare the students to complete a final project of 15-30 seconds in the media of their choice, and lay the groundwork for intermediate studies in animation. This is a labor intensive class, where you will frequently animate in class, but will also require a great deal of effort outside of regular class time.

### Prerequisites

None

### Course Objectives

**After completing this course, students will have:**

1. A strong foundation in the principles of animating movement.
2. An introduction to storyboarding and design for animation.
3. An introduction to hand drawn animation in Flash, tvpaint, puppet rigging and compositing with Photoshop and AfterEffects.
4. An introduction to hand drawn animation on paper, with registration pegs.
5. An introduction to experimental approaches to animation, including non-linear narrative and alternative materials such as sand, cut outs, collage, stop-motion
6. and more.
7. An introduction to under the camera animation using Dragon Frame.

## Motivations

## Attendance

Students are expected to attend every class. We cover an enormous amount of material in every class, and missing even one can be a huge setback. Any student missing 3 classes or more 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 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 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. It will also prepare you for the professional arena.

## Class Work

### Assignments

- Must be handed in on time. Late assignments will be accepted with teacher discretion only. On time means submitted through D2L the night BEFORE class on the day the assignment is due. 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.
- 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.
  - You are allotted one "freebie" per term that allows you to turn ONE assignment late for full credit (up until the 10<sup>th</sup> week of the term). You only get one of these per term. All other late assignments are forfeited.
- 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)
  - firstname.lastname\_projectname.extension
  - example: donald.trump\_projectOne.mov

\* 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 daily.

## Critiques

Unless I tell you otherwise, assigned work must be completed and submitted through D2L the night 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, or some readable movie format** unless discussed with me previously. SWF files or flash files won't do. Export them to movie format. (.mov, .m4v, .avi)

**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	80% of grade
<u>Final Project</u>	<u>20% of grade</u>
Total	100%

A = 93-100

A- = 90-92

B+ = 88-89

B = 83-87

B- = 80-82

C+ = 78-79

C = 73-77

C- = 70-72

D+ = 68-69

D = 63-67

D- = 60-62

F = 0-59

**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 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

## Assignment Grading Breakdown

Assignment	value
Morph	5
Bouncing Ball	5
Anticipation (Takes)	5
Follow Through	5
Abstract Animation	10
Infinite Cycle GIF	10
Puppet Rigging in After Effects	
Part 1: Character	5
Part 2: Final Rigged Animation	10
Drawn or Stop Motion Animation	10
Final Animation	
Part 1: Proposal (Storyboard)	5
Part 2: Final Animation	15
Self-Evaluation	5
Participation	10
TOTAL	100

## 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 COLWeb unless otherwise noted.

Any assignment handed in late or when not present in class may be put on a CDROM, DVD, or flash drive and delivered to the 4<sup>th</sup> floor desk of CDM to be put in my mailbox. —but this is only if you're really unable to submit to D2L.

All CDROM's and DVD's must be labeled clearly with the following information:

- Your name
- The name of the assignment
- The class number and name you are submitting the assignment for
- The term (ex. Fall 2018)

## Schedule (subject to change)

week	Mon	Wed	class	assignment
1	3/26		<b>Intro to class:</b> Introductions, Go over video requirements, syllabus, readings and videos  <b>Demo:</b> motion arcs, animating in passes, animating with keys, frame rate	<b>Morphing Animation</b>  <b>Reading:</b> ASK p. 1 - 34, Animation Bible Ch 5  <b>Video:</b> ASK video 1
		3/28	<b>Due:</b> Morphing Animation  <b>Demo:</b> stretch and squash, timing and spacing and the 5 types of movement	<b>Assignment:</b> Bouncing Ball  <b>Reading:</b> ASK p. 35 - 60 <b>Video:</b> ASK video 2 & 4

week	Mon	Wed	class	assignment
2	4/2		<b>Due:</b> Bouncing Ball Animation  <b>Demo:</b> anticipation, takes Reading: ASK P.273-295 Video: ASK video 12, 10	<b>Assignment:</b> Anticipation  <b>Reading:</b> ASK P.273-295 <b>Video:</b> ASK video 12, 10
		4/4	<b>Due:</b> Anticipation Animation (work in progress)	<b>Assignment:</b> Follow through animation (and overlapping action)  <b>Reading:</b> ASK p. 217-250 Video: ASK video 9
3	4/9		<b>Due:</b> Anticipation and Follow Through Animation  <b>Demo:</b> Reduction, embodying emotion, not the what but the how, breakdown position - animating with keys and straight ahead	<b>Assignment:</b> Abstract Animation
		4/11	<b>Demo:</b> Staggers, vibrations and other special effects (lightning, smoke, etc)	<b>Reading:</b> ASK p. 297 - 303, 96 - 97
4	4/16		<b>Due:</b> Abstract Animation  <b>Demo:</b> cycles, animating in Photoshop, creating GIFs  Working Class: work on Infinite Cycles GIF	<b>Assignment:</b> Infinite Cycles GIF  <b>Reading:</b> Animation Bible Ch 12  <b>Video:</b> ASK video 11
		4/18	<b>Due:</b> Infinite Cycles GIF Animation  <b>Demo:</b> 1. creating characters in Photoshop for After Effects 2. character design, working with silhouettes 3. creating replacement animation elements in Photoshop - working with groups and layers	<b>Assignment:</b> Digital Cut Outs and Replacement Animation in After Effects Part 1: Creating Elements In Photoshop

week	Mon	Wed	class	assignment
5	4/23		<b>Due:</b> First attempt at Photoshopp Characters and Replacement Animation elements  <b>Demo:</b> <ul style="list-style-type: none"> <li>importing artwork from Photoshop into After Effects</li> <li>rigging</li> <li>parenting</li> <li>2.5D parallax effect.</li> </ul>	<b>Assignment:</b> Digital Cut Outs and Replacement Animation in After Effects Part 2: Puppet Rigging in After Effects with Replacement Animation
		4/25	<b>Due:</b> Photoshop Elements Imported Into After Effects and Rigged  <b>Demo:</b> Animating digital cut outs in After Effects - key frames, effects, time remapping, speed graph	<b>Assignment:</b> Digital Cut Outs and Replacement Animation in After Effects Part 3: Animating cut outs in After Effects
6	4/30		<b>Due:</b> Digital Cut Outs and Replacement Animation in After Effects - <b>COMPLETE</b>  <b>Screening Day</b>	<b>Assignment:</b> Drawn or Stop Motion Animation  <b>Reading:</b> Animation Bible ch 4, 10 and 11
		5/2	<b>Stop Motion Animation</b> Part 1: Animating with Dragon Frame  <b>Demo:</b> Dragon Frame	<b>Assignment:</b> Drawn or Stop Motion Animation (continued)
7	5/7		<b>Stop Motion Animation</b> Part 2: Editing Stop-motion Footage and Digital Collage  <b>Demo:</b> Importing footage into After Effects and editing	<b>Assignment:</b> Drawn or Stop Motion Animation (continued)
		5/9	<b>Demo:</b> Storyboards, generating ideas  <b>In class exercise</b>	<b>Assignment:</b> Final Animation Part 1: Proposal
8	5/14		<b>Working Class:</b> one on one meetings to discuss ideas for Final Animation	<b>Reading:</b> Animation Bible p. 109 - 110, ch 1, 2

week	Mon	Wed	class	assignment
8		5/16	<b>Due:</b> Drawn or Stop Motion Animation	<b>Reading:</b> Animation Bible ch 3
9	5/21		<b>Working Class:</b> one on one meetings to assess work in progress	<b>Assignment:</b> Revise storyboard
		5/23	<b>Due:</b> Final Revised Storyboard <b>Demo:</b> Working with sound and lip sync	<b>Assignment:</b> Final Animation Part 2: Complete animation based on storyboard <b>Reading:</b> ASK p. 304 - 314
10	1/16		<b>Memorial Day (no class)</b>	
		5/30	<b>Working Class:</b> Individual meetings to assess work in progress	<b>Assignment:</b> Self-Evaluation
11	<b>Mon 6/4 final</b>		<b>critique of animation final assignment</b>	- final critique, by students and teacher.

### Final Exam

**Date:** Monday, June 4<sup>th</sup>, 2018,  
**Time:** from 2:30 PM to 4:45 PM  
**Location:** regular classroom (CDM 527)

Your exam is on June 4<sup>th</sup>, 2018, from 2:30 PM to 4:45 PM