

ANI 101 - Summer 2018  
MW 1:30 PM – 4:45 PM  
CDM 200 Loop Campus  
Instructor: Meghann Artes  
Email: [martes@cdm.depaul.edu](mailto:martes@cdm.depaul.edu)  
Office: CDM Room 518  
Office hours: Monday and Wednesday, 12:30 PM – 1:30 PM

### **COURSE DESCRIPTION**

This course is an introduction to the art of animation. In this class, we will hold weekly screenings, lectures, discussions, readings and exercises to get a better sense of animation and how it is done. Students will explore different techniques of animation including hand drawn animation, cutout puppets, etc. through their weekly assignments.

### **LEARNING GOALS**

By the end of this course students are expected to know:

- The principles and mechanics of animation
- The animation terminology
- How to analyze and interpret animated films
- Create short animated projects that incorporates basic principles of animation

ANI 101 is included in the Liberal Studies program as a course with credit in the Arts and Literature Domain; these courses 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.

### **LEARNING OUTCOMES**

- Understanding of the principles of animation terminology & techniques
- Appreciation of the unique art of animation as a form of expression
- Understanding of the narrative strategies
- Create short animated projects using basic techniques
- Apply class experience to one's own work in terms of artistic expression

### **ATTENDANCE**

Students are expected to attend every session and arrive prepared for the class at the indicated start time. Students are not expected to exceed more than one unexcused absence. A second unexcused absence will result in the lowering of your final grade one full letter. Any student

missing three unexcused classes will be given a grade of “F” for the semester. 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. We have very tight deadlines that are in place for the timely completion of your projects.

**Extra Credit** - If you have not been tardy or missed a class during the quarter AND you actively participate in critiques and discussions you will receive extra credit on your final overall grade for the quarter.

### **POLICIES**

- NO CELLPHONE, NO WEB BROWSING, Seriously!!
- Late work will not be accepted.
- If you miss a class, or you know you are going to miss a class, it is your responsibility to get the assignment from another student and turn in any assignments that are due, or contact me and make arrangements.
- If an assignment is listed on the syllabus you are still responsible for completing the assignment on time.
- There will be periodic reviews and critiques of your work and you are expected to participate. This will provide feedback and insight and support in-class and homework assignments. This is the best way to express your observations of each other's work; emphasis will be on evaluations of assignment goals, and on creativity.
- During lab time you are not allowed to work on other classes projects. If seen, you will automatically be marked as absent.

### **GENERAL COURSE WORK**

We will use programs from the Adobe Creative Suite including Photoshop, Flash, and After Effects. I will demonstrate them in class, for more detailed help you should watch tutorials online.

Adobe TV [https://helpx.adobe.com/learn.html?promoid=KTTAU#/top\\_products](https://helpx.adobe.com/learn.html?promoid=KTTAU#/top_products)

Lynda <http://offices.depaul.edu/is/services/technology-training/Pages/online-training.aspx>

These software programs are available in all of the DePaul Computer Labs at CDM, Lincoln Park, and at the Library. Many students use a Wacom drawing tablet; these may be checked out from the equipment center in the Daley Bldg – typically for working over the weekend.

### **LABS:**

Our class may take place in different rooms and labs as well as different buildings during the summer quarter. Make sure that you listen to the announcements, check your emails and d2l. Missing the class with the excuse of not knowing where the labs are will not be accepted.

### **EQUIPMENT, MATERIALS & SUPPLIES:**

You will need an External Hard Drive or Flash/USB Drive (min. 16GB) for backing up your work. Always back up your work! Lost work is not an excuse for an incomplete assignment. You can also use online File Storage Sites to backup work if you forget your USB/External Hard Drive (Box.net, Dropbox.com)

Various art supplies on an as needed basis for the Stop-Motion Animation Assignment and the Final (i.e., clay, paper, glue, X-acto knife, etc.).

### **EQUIPMENT CHECKOUT:**

There are cameras, lights, sound equipment, Stop Motion Animation Kits, Wacom tablet pens, and more are available for your use in the CDM Equipment Center located at 14 E Jackson St. Suite LL106. The Equipment Checkout Policy is available for download on D2L.

### **READINGS**

Required: The Animator's Survival Kit by Richard Williams

### **METHODS OF ASSESSMENT**

70% - Animation Assignments

20% - Papers

10% - Participation in class discussions and attendance

Flipbook	5
Morph	10
Stop Motion	15
AE Animation	10
Final Project Proposal	5
50% Milestone	5
Final Project	20
Paper #1	10
Paper #2	10
Participation	10

Each assignment will be given a letter grade based on aesthetic, technical and artistic merit.

**A** = 100-93

**A-** = 92-90

**B+** = 89-87

**B** = 86-83

**B-** = 82-80

**C+** = 79-77

**C** = 76-73

**C-** = 72-70

**D+** = 69-67

**D** = 66-63

**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.

### **COURSE POLICIES**

In addition to DePaul University course policies (see student handbook), the following special policies will apply to this course:

**Class/Workshop Rules** - there will be **NO** net surfing, phone calls, email checking, text messaging, or IMing during class at any time, except when I give you permission to do so.

**Class Participation** - is encouraged and students will be graded on the extent to which they are involved throughout the quarter. Participation is an amazing tool for learning and should be done in a constructive way, especially when giving or receiving project critiques.

**Final Class** - Attendance is mandatory. Students who do not show up will get their final grade reduced by 2 letter grades. If for some reason you cannot attend, contact the instructor before the final class. Excuses after the class will not be accepted.

**Changes to the Schedule** – Depending on time factors, the assignments projected for the term may require slight alteration or rescheduling.

All assignments submitted in digital format online, are **DUE** a minimum of 1 hour prior to class. Assignments may be submitted earlier, however.

### **Course Schedule**

#### **Week ONE – M 6/11**

Introductions

Review syllabus

Lecture: Intro to the art of animation and techniques and mediums in animation

Lab: Making Thaumatrope

Assignment: Flipbook

#### **Week ONE – W 6/13**

Lecture: Techniques and mediums in animation con't

Lab: Light tables and scanners

**DUE: Flipbook**

Assignment: Morph

#### **Week TWO – M 6/18**

Lecture: Animation Principles

Lab: Pixilation

**DUE: Morph**

Assignment: Stop Motion

**Week TWO – W 6/20**

Stop Motion LAB (818)

Demo: Timing & Spacing, Ease in and Ease out

Assignment: Paper #1

**Week THREE – M 6/25**

Lecture: Animation Principles

Lab: Intro to AE and Photoshop

**DUE: Stop Motion**

Assignment: AE Animation

**Week THREE – W 6/27**

Lecture: After Effect tips and tricks

Demo: Bouncing ball

**DUE: AE Animation**

Assignment: Paper #2 and Final Project Proposals

**DUE: Paper #1 on Friday 6/29 at 5pm**

**Week FOUR – M 7/2**

Lecture/ Demo: AE and Photoshop

**DUE: Final Project Proposal**

Assignment: Final Project

**Week FOUR – W 7/4**

**NO CLASS - HOLIDAY**

**DUE: Paper #2 on Friday 7/6 at 5pm**

**Week FIVE – M 7/9**

Work in Class Day / Individual meetings with Meghann

**DUE: 50% Milestone**

**Week FIVE – W 7/11**

**DUE: Final Projects – Screen and Critique**

**Attendance is mandatory.**

**\*\*Schedule subject to change\*\***

**College Policies**

**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: [cdm.depaul.edu/enrollment](http://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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