

THESIS FILM ANI 601

WINTER 2019 | Wednesday | 5:45-9:00pm | CDM Room 532

Instructor: Amy Lockhart

My email: alockha3@cdm.depaul.edu

Office Hours: Wednesday 2:00-5:00pm, and by appointment

Office: CDM 516

COURSE DESCRIPTION: This course is part of a year-long three course sequence, and is continued in ANI 603. This series of courses will concentrate on facilitating the Animation MFA students' production of their MFA thesis project. In addition to animated films, students are also encouraged to explore alternative animation solutions, including TV shows, installations, interactive/game projects, augmented/virtual reality, performance, and others. At the beginning of the quarter students will develop a thesis proposal, which must be approved by their MFA thesis committee and the course instructor before proceeding with production. Much of this course will consist of self-directed research and production by the student, supplemented by mentoring by the instructor and critique with the entire class. Students will also meet regularly with the members of their MFA thesis committee, who will provide individual feedback and technical advice. This course must be taken consecutively with ANI 601 MFA Thesis Project I and ANI 603 MFA Thesis Project III. **PREREQUISITE(S):** ANI 601; Open to Animation MFA students only.

OVERVIEW: Students will conceptualize a short animation.

REQUIREMENTS: Each student is required to attend class on time, stay for the duration of class, to give full attention to screenings and lectures in class, to participate in discussion and critiques, and to have a respectful, positive, hard-working attitude throughout the semester.

EQUIPMENT, MATERIALS & SUPPLIES:

External Hard Drive or Flash/USB Drive. You will need an external, portable hard drive or a USB/flash drive that allows you to back up your media, thereby giving you independence from shared storage space (the computer's main hard drive) where random disaster might strike! The drive should be Firewire 800, 400 or USB 2.0 or 3.0, and compatible with Windows or Mac operating system - all your choice.

Online File Storage Site Account: Please sign up for an online file storage site account (Box.net, Dropbox.com). **Always back up your work! Losing a file is not a valid excuse for not completing assignments.**

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. I discourage earbuds. Please invest in a good pair of headphones that completely cover the ear.

LAB HOURS AND LOCATIONS: Students enrolled in Animation classes have automatic swipe access to 722, 527, and the stop-motion room on the 8th floor. Students enrolled in

CDM classes have automatic swipe access to the 1st floor lab (PC), 4th floor lab (PC and MAC), 634 (PC) and the Student Center labs on the Lincoln Park Campus (PC and MAC). Labs are open 7 days a week.

For a complete list of computer lab hours, locations, and machine availability:
<http://www.cdm.depaul.edu/Current%20Students/Pages/LabsAndResources/LabsandResources.aspx>

ATTENDANCE POLICY: Student absences are not expected to exceed more than 10% (2 absences) of the number of the classes scheduled for the semester. A third absence will result in the lowering of your final grade one full letter. Any student missing 4 classes will be given a grade of "F" for the semester. **You may not miss the final crit. Doing so will result in a one letter grade reduction of your final grade.**

Tardiness is defined as not in the classroom when attendance is called or departing before the class has been formally dismissed by the instructor. Tardiness that exceeds thirty minutes will be counted as an absence. TWO late arrivals or early departures, or a combination of both, are counted as one absence.

EMAIL: I will answer email within 24-hours. Emailing your professor is a great opportunity to practice *professionalism*. Please consider this when you email me with questions and concerns. I expect correspondence to be as professional as possible, even if you are writing me from your smart phone.

CELL PHONE POLICY: Use of cell phones in the classroom and the lab is prohibited. Please turn your phone off before entering class. Mistakes will happen, but repeated failure to turn your phone off will result in a lowered grade for the class. **No texting. If I have to ask you to stop texting more than once, there will be a full letter grade taken off your final grade.**

CLASSROOM BEHAVIOR: If I feel that your behavior is interfering with the professionalism of our classroom (disruption, talking, napping, texting, internet use, etc.), I will adhere to the following 3-step protocol: warning email and personal meeting, meeting with advisor or Student Advising, action taken to remove you from the class.

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>

LEARNING DISABILITIES: Students who feel they may need an accommodation based on the impact of a disability should contact me privately to discuss their specific needs. All discussions will remain confidential. To ensure that you receive the most appropriate reasonable accommodation based on your needs, contact me as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted the following office:

Center for Students with Disabilities: <http://studentaffairs.depaul.edu/csd/>

GRADING:

STORYBOARD	10
3 SEC. ANIMATION FINAL EXPORT RENDER (OR EQUIVALENT)	10
MOCK UP ANIMATIC	10
SCRIPT	10
ROUGH ANIMATIC CLEANED UP	10
30 SECONDS ANIMATION	10
FINAL	30
PARTICIPATION	10

CLASS SCHEDULE:**Week 1:**

DUE ASSIGNMENT 01: storyboard (or most in progress animatic, or in progress installation)

CRIT

Discuss sound collaboration with Rob Steele's class.

Week 2:

DUE: pitch animations to sound class

One on One meetings

Week 3:

DUE: 3 second animation in final render/look

CLASS CRIT

Week 4:

DUE: mock up animatic with rough soundtrack (can use sound effects from internet and music similar to what you want to use) You need to get a rough idea of pacing of animation so you can build a strong underlying arc in the structure. FOCUS ON PACING WITH EDITING, SOUND, CAMERA MOVES (FOR THOSE WHO HAVE PROGRESSED BEYOND THIS

Week 5:

working class

DUE: script

Week 6:

DUE: rough animatic cleaned up. Art finished and sound track cleaned up

Week 7:

working class

Week 8:

DUE: 30 second animation (does not need to be fully coloured)

Week 9:

working class

Week 10:

FINAL!

DUE:

1.5 min animation (does not need to be fully coloured - but must be fully animated)

Final animatic with rough soundtrack (script must be complete with voices recorded, main sound elements recorded and edited together but not final mix)

- END OF WINTER QUARTER -

SPRING

- Finalize animation, soundtrack and edit!!!!