**ANI 201-601**

**Spring 2021 Online Synchronous/Hybrid**

**Instructor:** Jacqueline Brennan

[jbrennan@cdm.depaul.edu](mailto:jbrennan@cdm.depaul.edu)

**Meeting times: Tu/Th 11:50-1:20**

**OFFICE HOURS:**

Given the switch to hybrid, I will be holding office hours in person and online.

In person:

Tuesdays and Thursdays 9:30-10 am CDM RM 722

Tuesdays and Thursdays 3-4:15 pm CDM Office 615

Fridays Via Zoom 12-2pm, just send me an email to set up a time and we can meet using this link: <https://depaul.zoom.us/j/95178607434?pwd=U2NtVC9kWmJkY3NOOGdTMUVSVHorUT09>

Password: 221243

I can also meet other times as well by appointment

**email:** [jbrennan@cdm.depaul.edu](mailto:jbrennan@cdm.depaul.edu)

**Important Dates:**

April 2-4 University closed for Easter Weekend

April 5 Last day to Add classes

April 9 Last Day to Drop Classes without Penalty

April 12 Last day to select pass/fail option

May 14 Last day to withdraw from Spring Classes

May 31 University closed for Memorial Day

**Course Description:** This is an introductory course to the art of animation. Through weekly assignments students will immerse themselves in a variety of basic animation techniques, both handmade and digital. We will explore important aspects of animation common to every technique such as timing, arcs, drawing, storytelling and animation design. The coursework will prepare the students to complete a 30-second final project in the media of their choice and lay the groundwork for intermediate studies in animation. *This is a labor- intensive class, where you will animate something every week.*

**Course Objectives:** Students will experiment with a variety of approaches to creating animations including drawing, Photoshop and After Effects, and stop-motion. They will several create short animated projects in a variety of techniques as they experiment with animation as an expressive medium that can convey both narrative and non-narrative ideas.

**Textbook:**  
***The Animators Survival Kit*** by Richard Williams

**What you should expect each week:**

-A weekly hands on project will be due each week

-A flash drive or external drive for backing up your work, I suggest 16 GB, min.

-For online classes - the Stop Motion Studio Pro app on your smart phone or equivalent.

-A lot of enthusiasm, energy, and the ability to give andreceive constructive feedback.

**Technical Requirements/Equipment for class:**

A tablet and pen (available for as low as $70), interactive pen display, or pen-based computer is **required.**

**Tablets:** Among the least expensive tablets options is the Wacom Intuos CTL4100, available for $70-80 from Best Buy, Walmart, or Amazon. The Huion 1060Plus is another good option, available for $83 from Amazon.

**Interactive pen displays:** Wacom’s least expensive Cintiq-like display is the Wacom One, available for $400. Other inexpensive options include the Huion, YiyNova, and XP Pen tablet.

**Pen-based computers:** If you want a computer/pen combination, we strongly recommend the Surface Pro (Our department chair uses this for all of his animation and prefers it to a Cintiq). The 5th generation Surface Pro starts at $750, and the 6th generation starts at $900.

\* The iPad Pro won’t allow you access to most of the software used by our courses, so it isn’t recommended.

**Grading and Expectations**: Students are expected to come to class each week prepared to work and animate in class. You should also be prepared for any in-class discussions.

**A** indicates excellence, student has worked exceptionally hard and has developed on both a technical and conceptual level. Approaches work with enthusiasm and dedication.

**B** indicates above average work - Students conceptual approach or skills have improved. Effort is evident. Student has a genuine interest in their work. Needs some improvement either technically or conceptually.

**C** indicates satisfactory work. Basic requirements have all been met. Work needs improvement in two or more areas. May need to improve attitude, working methods, punctuality, or ability to plan work.

**D** work is unsatisfactory in some respect, key concepts are not understood or assignments are missing. Frequent tardiness may be a problem.

**F** is substantially unsatisfactory work, frequent tardiness, or failure to show up.

\*Late Assignments are automatically marked down an extra point for every day they are late. I will accept assignments no later than two weeks after the due date, after which no credit will be given for the assignment. **Failure of technology is not an excuse for late work.** **Back up your work.**

**LATE WORK:**

Late work must be approved by the instructor. Generally speaking, the score will be dropped one letter grade for each day that it is overdue. If you are having a problem completing the assignment, **please let me know in advance of the deadline** and we can set up a meeting to solve the issue.

**EMAILS:**

I will do my best to respond in a timely manner but please note that if you are emailing right before class meetings or late at night, I might not get to it right away.

**Assignments:**

**The Grading Breakdown in percentages**

|  |  |  |
| --- | --- | --- |
| Assignment | Points | Due/Dates |
| 1. 2D Clay Stop-Motion | 10 | 4/6 |
| 2. Drawn Morph Animation (Animate orTVPaint) | 10 | 4/13 |
| 3. Drawn Cycle (Animate or TVPaint) | 10 | Rough 4/20  Final 4/24 |
| 5. Observed Behavior animation (acting) | 10 | Rough 4/27  Final 5/1 |
| 6. Ball Bounce in After Effects | 5 | 5/04 |
| 6. Silhouette Photoshop Character | 5 | 5/11 |
| 7. After Effects Animation (walk) | 15 | 5/18 |
| 8. After Effects Animation – character interaction with object | 10 | 5/25 |
| 9. Storyboards for final (must be in PPT) | 5 | 5/25 |
| 10. Final Project – Theme is TBA | 20 | Rough 6/1  Final 6/8 |
| Total:                                                                                            100 |  |  |

1. **The “Re-do” policy**. Animation is one of those disciplines where persistence really does pay off. Here is a great quote by Disney animator Milt Kahl that really sums it up :

“It’s a very difficult medium. Animation necessarily requires a pretty good draftsman, because you’ve got to turn things, to be able to draw well enough to turn things from every angle. You have to understand movement, which in itself is quite a study. You have to be an actor. You have to put on a performance, to be a showman, to be able to evaluate how good the entertainment is. You have to know what’s the best way of doing it, and have an appreciation of where it belongs in the picture. you have to be a pretty good story man. To be a really good animator, then, you have to be a jack-of-all-trades. I don’t mean to say that I’m all these things, but **I try hard**. I got accused over the years of being a fine draftsman. Actually, I don’t really draw that well. It’s just that I **don’t stop trying as quickly. I keep at it.** I happen to have high standards and I try to meet them. I have to struggle like hell to make a drawing look good.”

In light of this, and to encourage people to turn in work even if it’s a bit of a disaster, I do allow students to resubmit or “re-do” up to 3 assignments per quarter so that they may better their skill set and, in turn, their grades. There are a few guidelines to the “re-do” policy:

1. You must clear the “re-do” with me ahead of time.
2. You must inform me when you have re-submitted (the D2L does not show this automatically) in writing via e-mail
3. All re-do assignments must be handed in by the last day of class during week 8. I want you to spend those last few weeks focused on your final project

**SCHEDULE –subject to change depending on the needs of the class**

**WEEK 1 3/30-4/1**

Introduction to each other, class structure, discussion boards and other D2L stuff. The very basic basics (frame rates, aspect ratios, straight-ahead vs. pose to pose, etc.)

Demo 1: Stop-motion options –Stop-Motion Studio app

**Assignments:** 10 seconds (120 frames) of stop motion animation.

**WEEK 2** **4/6-4/8**

Over view of the hand-drawn animation process. 2d Drawing: In-betweening, timing and spacing, straight ahead vs. pose to pose.

Demo 1: Intro to Morph assignment – see Panopto links on D2L

**Assignments:** Metamorphosis (Morph) Animation in TVPaint. week.

**Read:** Pages 1-35 of The Animators Survival Kit. Be prepared to discuss material in class.

**WEEK 3 4/13-4/15**

More on timing and spacing. Ways of roughing out your animation without fussing over details. Work on cycles this week and submit WIP for critique.

Demo: Animating simple character cycles, timing and spacing. Work on cycles this week.

**Reading:** The Animator’s Survival Kit – Richard Williams **pp. 46 – 79.** Be prepared to discuss material in zoom meeting.

**WEEK 4 4/20-4/21**

More complex observed behavior animation cycle. Use existing character or make a new one. Complete and upload to D2L and class Vimeo page for next week.

Finish cycles and upload to D2L.

**WEEK 5 4/27-4/29**

**Observed Behavior Animation due 4/30**

Intro to After Effects – Ball Bounces

Intro to creating digital puppets in Photoshop, for use in After Effects.  Things to consider when designing a character. Complete Photoshop character and upload file to D2L.

**Assignment:** Finish the ball bounce and export. Post to D2L.

**WEEK 6 5/4-5/6**

**Ball Bounces due**

Continue working on digital characters. After Effects demo on walks, parenting and creating a walk with lower extremities**.** Continue to work on walks. Tricks for avoiding “skating”.

**Read:** The Animator’s Survival Kit, pp 217 – 245, 258 - 272

**Read:** The Animator's Survival Kit, pp. 102-122.  All about walks.

**WEEK 7 5/11-5/13**

View final walks and critique – Revise as needed.

**Demo on nesting comps – bringing 2D animation into AE.**

**Assignment:** After Effects Animation – upper body movement -character interaction with object. Have your character interact with an object. 5 sec. minimum.

**WEEK 8 5/18-5/20**

Visual story development through beat boards and storyboarding. Developing original ideas for your final. Mining your sketchbook and personal life for stories. Making an animatic. The Cyclical Narrative.

Final Project – medium of your choice. Discuss theme, beat boards and production schedules. See description in Content.

**First draft of storyboards for Final Project due 5/25.**

**WEEK 9 5/25-5/27**

Begin keys for final animation. Discuss planning, workflow. We will be checking in as a group and individual meetings, addressing technical issues as they arise. **Begin Animating!**

**WEEK 10 6/1-6/3**

Work on finals, individual meetings to check on progress.

**FINAL CRITIQUE– Wednesday 3/17/21 - 11:30 AM – 1:45 PM**

**ATTENDANCE IS REQUIRED. MISSING THE FINAL CRITIQUE MEANS YOUR FINAL IS DROPPED BY ONE LETTER GRADE.**

Upload all finals to D2L and class Vimeo Page. We will view films, offer praise and/or constructive criticism, and celebrate. Have a good winter break!

**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/.](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.

**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 is allowed during class. 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, 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 offices:

PLuS Program (for LD, AD/HD) 773-­‐325-­‐1677, Student Center #370

The Office for Students with Disabilities 773-­‐325-­‐1677, Student Center #370

**Emergency Plan.** An emergency can occur at any time, suddenly and without warning. Proper planning is essential to minimize the impact of any emergency on the university community, operations and facilities.  The following link provides detailed information on Emergency Evacuation and Fire Alarm safety:  <https://resources.depaul.edu/emergency-plan/emergency-evacuation/Pages/Evacuation.aspx>.  The University will use the DPU Alert to announce school closing or other emergencies.  In the event of an emergency evacuation, the primary outdoor assembly area for CDM will be Grant Park (Southeast corner of Jackson and Michigan Ave).

**Preferred Name & Gender Pronouns.** Professional courtesy and sensitivity are especially important with respect to individuals and topics dealing with differences of race, culture, religion, politics, sexual orientation, gender, gender variance, and nationalities. I will gladly honor your request to address you by an alternate name or gender pronoun. Please advise me of this preference early in the quarter so that I may make appropriate changes to my records. Please also note that students may choose to identify within the University community with a preferred first name that differs from their legal name and may also update their gender. The preferred first name will appear in University related systems and documents except where the use of the legal name is necessitated or required by University business or legal need.  For more information and instructions on how to do so, please see the Student Preferred Name and Gender Policy at <http://policies.depaul.edu/policy/policy.aspx?pid=332>

## 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)

Lewis Center 1420, 25 East Jackson Blvd. Phone number: (312)362-8002

Fax: (312)362-6544

TTY: (773)325.7296