

**ANI 101** Fall 2023 **Monday Wednesday 3:10 - 4:40 pm**  
**Animation for** Instructor: Matt Marsden  
**non-majors** **mmarsd@saic.edu**

**Course Description** As an introduction to the art of animation this course will cover the materials and programs required to create convincing animated movement as well as methods for the production of individual creative content. The material will be covered through weekly assignments, lectures, demonstrations, critiques and screenings of relevant films culminating in a (at least) 10 second final project.

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

**Attendance** Is mandatory as many of these animation techniques build upon one another. Three or more absences will result in a significant grade reduction.

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. If you arrive late for class, it is your responsibility to make sure that you have been marked tardy rather than absent.

**Class Work** This class will require much work on the computer using Photoshop and After Effects. In order to complete all of the digital art production and animation students will have to allot a considerable amount of non class time to lab work. There will be a 6 page research paper (standard MLA format) on an animator of choice. Written work submitted in this course may be verified using **Turn-It-In**. Turn it in technology ensures that the work is the student's own creation and not in violation of the University's Academic Integrity Policy. Submission of work in this course constitutes a pledge that the work is original and consent to have the work submitted to verify that fact.

**Grading** 20% Attendance and participation in class  
40% Weekly Animation Projects  
20% Writing Assignments  
20% Final project

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.

**Cell Phones and Laptops** Use of cell phones in the class 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. Laptop computers must be closed during all screenings, and may only be used for note taking.

**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>.

**Bibliography** All readings will be provided via D2L

**This schedule is subject to change throughout the semester.**

## Schedule

Week 1	DISCUSS: FUNDAMENTAL ASPECTS OF ANIMATED MOVEMENT. PERSISTENCE OF VISION. LIVE ACTION VERSUS ANIMATED MOTION PICTURE MOVEMENT. THE JOYS OF FLIP BOOK ANIMATION. SCREENING: TRIK FILM 3 -- GEORGE GRIFFIN ASSIGNMENT: CREATE A 25 DRAWING INDEX CARD FLIP BOOK. DUE NEXT WEEK.
Week 2	DISCUSS: LEVER ANIMATIONS. SIMPLE CYCLES. PRINCIPLES OF EASE-IN AND EASE-OUT. INTRO TO AFTER EFFECTS. CREATING AND/OR IMPORTING IMAGERY IN PHOTOSHOP. IMPORTING TO AFTER EFFECTS. ANCHOR POINTS IN AFTER EFFECTS. RENDERING AND EXPORTING. SCREENING: BATHTIME IN CLERKINWELL -- ALEX BUDOVSKY ASSIGNMENT: CREATE A CYCLING LEVER ANIMATION IN AFTER EFFECTS. DUE NEXT WEEK.
Week 3	DISCUSS: KEY TO KEY VS. ANIMATING STRAIGHT AHEAD. ARCS AND MOTION PATHS. STRETCH AND SQUASH. SCREENING: MANIPULATION -- DANIEL GREAVES ASSIGNMENT: CREATE A BOUNCING BALL ANIMATION THAT EMPLOYS STRETCH AND SQUASH. DUE NEXT WEEK.
Week 4	DISCUSS: TRADITIONAL 2D CEL ANIMATION. INBETWEENING AND LIFT AND TRACE. TIMING IN ANIMATION USING VARIED FRAME RATES AS WELL AS THE ADDITION AND REMOVAL OF DRAWINGS. IMPORTING AND SEQUENCING SCANNED DRAWINGS INTO AFTER EFFECTS. SCREENING: EXCERPTS FROM ALLEGRO NON TROPPO -- BRUNO BOZZETTO ASSIGNMENT: CREATE A (AT LEAST) 30 DRAWING METAMORPHOSIS ANIMATION.
Week 5	DISCUSS: ROTOSCOPE ANIMATION. FINDING AND/OR SHOOTING FOOTAGE APPROPRIATE FOR USE IN ROTOSCOPE ANIMATION. IMPORTING VIDEO LAYERS, AND CREATING CLEAR VIDEO LAYERS IN PHOTOSHOP. SCREENING - WHEN THE DAY BREAKS-- WENDY TILBY ASSIGNMENT: CREATE A AT LEAST 4 SECOND ROTOSCOPE ANIMATION.

Week 6	<p>DISCUSS: THE INFINITE WORLD OF WALKS AND WALK CYCLES. CREATING EFFECTIVE CONTACT AND PASS POSITION KEY DRAWINGS FOR A WALK. THE USE OF PHOTOSHOP TO CREATE DRAWINGS IN LAYERS FOR ANIMATION.</p> <p>SCREENING: MEANING OF LIFE — DON HERTZFELD</p> <p>ASSIGNMENT: CREATE A WALK CYCLE EMPLOYING THE CONTACT TO PASS POSITION KEY FRAME TECHNIQUE. DUE NEXT WEEK.</p>
Week 7	<p>DISCUSS: STOP MOTION ANIMATION: PIXILATION, ANCHORED PUPPETS AND ON STAND TECHNIQUES. PUPPET PRODUCTION AND SET BUILDING.</p> <p>SCREENING: SEQUENCES FROM KING KONG</p> <p>ASSIGNMENT: CREATE A SHORT STOP MOTION ANIMATION. DUE NEXT WEEK.</p>
Week 8	<p>DISCUSS: CG, MOTION CAPTURE, VISUAL EFFECTS.</p> <p>SCREENING: RYAN — CHRIS LANDRETH</p> <p>PRE PRODUCTION: RESEARCH, CHARACTER DESIGN, COLOR CONSIDERATIONS, LAYOUT.</p> <p>ASSIGNMENT: CREATE CHARACTER PUPPET PARTS IN PHOTOSHOP AND BACKGROUND DESIGNS FOR FINAL. IMPORT TO AE AND PARENT PUPPET LIMBS. DUE NEXT WEEK.</p>
Week 9	<p>DISCUSS: PRODUCTION: CHARACTER ACTING IN ANIMATION. ANTICIPATION. ACTION RE-ACTION. TIMING FOR EFFECT IN CHARACTER ANIMATION. EXAGGERATION IN POSES AND TIMING.</p> <p>ASSIGNMENT: CREATE A TWO CHARACTER ACTION RE-ACTION ANIMATION USING AFTER EFFECTS.</p>
Week 10	<p>DISCUSS: POST PRODUCTION. EDITING AND SOUND.</p> <p>ASSIGNMENT: IN LAB WORK ON FINAL.</p>
FINAL CRITIQUE	<b>Date to be announced</b>