

Animation I - ANI 201

Fall 2023 / Mon/Wed 11:50am – 1:20pm / CDM Room 722

Instructor: Jason Sandri

Email: jsandri@depaul.edu

Office Hours: **Monday & Wednesday:** 8:50 am – 10:00 am

Location: CDM 617

By Appointment Only. You must email or otherwise notify me to request a meeting within the times above. My office is small, so please come prepared to wear a mask. The week(s) of finals, office hours may be different or unavailable.

Course Description: This course is an introduction to the art and practice of animation. It is a studio-based class, which will emphasize learning through process, experimentation and creation. Students will explore the limitless possibilities of animated motion in the context of cinema, computer games and the Internet. All genres and styles are within the scope of this class, including Anime, cartoons, computer game art, experimental art and special effects. In addition to how, we will also explore and discuss why, as well as the role and potential of animation in our society and its place in other cultures. This course is designed for the student who wishes to pursue further study in the field, and provides intensive practice of the basic skills and methods through production.

Prerequisite(s): ANI 105 or ART 105 or GD 105 or DES 141

Course Objectives: After completing this course, students will be able to:

- Apply in practice a foundation and understanding of the principles of animation, as well as core techniques and practices in various forms of animation.
- Apply in practice a foundational understanding of preproduction concepts and practices including story and character development, storyboarding/animatics, track reading and lip sync, and organization/communication via use of exposure sheets and charts.
- Display a foundational understanding of various animation production techniques including hand drawn digital, under camera and alternative techniques, and stop motion.
- Students will have a working knowledge of various digital animation tools including Adobe Animate, Adobe After Effects, Dragon Frame Stop Motion, and TV Paint.

Required Text, Materials, and Hardware:

- Portable storage device 8 GB or larger
- Pen or Pencil for writing, and Art & Paper supplies as needed for assignments.
- “The Animator’s Survival Kit” By Richard Williams. (2001)
- “Timing for Animation” By Harold Whitaker & John Halas, Updated By Tom Sito (2013)
 - Available online through DePaul: https://i-share-dpu.primo.exlibrisgroup.com/permalink/01CARLI_DPU/8tvalj/cdi_informaworld_taylorfrancisbooks_9780080951720

...The Fine Print...

Masking: Per the current university guidelines, masking is **encouraged** but optional. If you are visiting me during office hours, please wear a mask while in my office.

Testing: There will be no written tests in this course. Your proficiency will be assessed by your weekly assignments and final project.

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.

Academic Integrity and Plagiarism: The expectation is that all of your work in this class is your own. 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 **AND** academics.depaul.edu/calendar/Pages/default.aspx

Students with Disabilities: Students seeking disability-related accommodations are required to register with DePaul's Center for Students with Disabilities (CSD) enabling you to access accommodations and support services to assist your success.

There are two office locations:

Loop Campus - Lewis Center #1420 - (312) 362-8002

Lincoln Park Campus - Student Center #370 - (773) 325-1677

Students can also email the office at csd@depaul.edu

Students who are registered with the Center for Students with Disabilities are also invited to contact me privately to discuss how I may assist in facilitating the accommodations you will use in this course. This is best done early in the term. Our conversation will remain confidential to the extent possible.

Eating and Drinking: Eating and drinking is allowed. Out of respect to the class and the equipment, if you eat or drink, you must be quiet, clean, and dispose of any trash.

Cell Phones & Laptops: If you bring a cell phone to class, it must be off or set to a silent mode. Should you need to answer a call during class, students must leave the room in an undistruptive manner. Out of respect to fellow students and the professor, phone use is never allowable in class. If you are required to be on call as part of your job, please advise me at the start of the course. Laptops should be used with the same courtesy to your fellow students, and use will be limited to notes and class-relevant activities. Failure to be attentive and respectful will be reflected in your attendance and participation grade, up to and including a zero for the semester A&P grade.

Attendance and Participation: Students are expected to attend and participate in each class, be present for the start of class, and remain for the duration. Arriving late or leaving early is considered a tardy. Two late arrivals or early departures will be counted as one full absence. **Over 20% absence earns a 0% for your attendance and participation grade, and may constitute failure of the course.** Since this class meets twice weekly, 20% equates to **four** meeting dates. It is the responsibility of the student to keep up on any materials and assignments missed from absence, and due dates and expectations are not adjusted for absence, except for students with excused absences (described below). Additionally, if you arrive to class after attendance is taken, **it is your responsibility to let me know you arrived tardy at the end of class that day**, otherwise your absence will not be changed. You are required to attend on the day of the final if an in-person class is scheduled. Participation will be measured by in-class presence and/or interaction, and students are highly encouraged to ask questions and offer comments relevant to the day's topic and peer work. Failure to be attentive in class may result in an A&P final grade reduction up to and including a zero. Examples of non-participation may include but are not limited to: Phone and computer use not related to class, sleeping, wearing headphones, or otherwise being not attentive in class. It is the expectation that all dialogue in this course is civil and respectful of the dignity of each student.

If you require an absence due to religious observance, medical, mental health, or personal emergency please let me know and I will happily excuse these cases individually. In the case of an excused absence that **exceeds two consecutive days** (medical, mental health, and/or personal crises) please submit documentation via the absences notification form to the Dean of students' office. The Deans office will notify me and your absence will be excused. The link to the policy and form are located at the following link:
<https://offices.depaul.edu/student-affairs/support-services/academic/Pages/absence-notification.aspx> **If you contract COVID-19 or any other communicable sickness please follow the university guidelines and do not attend class while ill.**

Professional Correspondence: Like it or not, email is still the preferred professional means of written communication. If you need to contact me outside of class, email is the best means, and if you do contact me, it is expected that you format your emails in a professional format, **not written in shorthand or text lingo**. You should include a salutation (Hello, Good Afternoon, etc..) as well as who you are and from what class (my name is X from your Thursday ANI 101 class). You should format your email in a logical way, and **be sure to clearly state your question or issue that you need help with, and attach applicable files if necessary**. Lastly, sign your email with your name. Once we have started an email chain, less formal responses are perfectly fine, but your initial message should be formatted as above. It's always a good idea to quickly proof-read your emails before sending them.

Lastly, I do my best to answer emails within a few hours, but I am not always near my computer or phone. Please use common sense when emailing about issues with projects—I probably can't do much to help you with problems when the assignment is due the next morning or later that day—don't wait until the last minute to ask for help. **Emails sent after 9 pm will be addressed the following day.**

***I teach multiple classes back-to-back, have limited time for questions between classes, and do not have a photographic memory. **If you speak with me before or after class about attendance, grades, assignments, or anything pertinent to class, it is your responsibility to follow up on our conversation with an email to confirm and document our conversation.**

Additional “Things to Know”: This class is intended for those who wish to continue practicing the art of animation, and animation is *time consuming*! You should anticipate to spend at least 3-4 hours per week on course work, and you are expected to wisely manage your time. Much of your work will be on a computer—file storage and safety is **your** responsibility. There will be **no** exceptions made if you don't adequately save and back up your work—computers crash, flash drives get lost, and the cloud can fail. You should back up all of your work to a minimum of two devices. All assignments must be completed and turned in by the due date listed on D2L, *period*.

We will also be watching animated films and discussing/analyzing them verbally, and also looking at peer work. Your goal should be to expand your understanding of art and animation through these discussions, assignments, and critiques. All discourse, especially when viewing and discussing peer work, must be civil and respectful discourse. Productive and helpful criticism and feedback is essential to develop as an artist. When giving feedback and criticism, **do** give thoughtful suggestions on how to change or improve, **do not** simply give useless blanket statements like “it could be better” without some productive suggestion or ideas.

Lastly, much of the software we will be using in this course is complicated, especially for first time users. I will make every effort to clearly explain the tools we will be using in the programs, but students are expected to survey their own learning curve and perform accordingly. This means if you don't understand something, you should be asking questions, and some students may require additional hands-on time outside of class.

D2L COL Recording: We will be using D2L in this course, and most of our classes will be recorded. You may revisit lectures, labs, and assignment instructions on D2L. I suggest that you log in and test this function so that you know how it works, as it is a useful tool. “The D2L videos didn't work for me” is **NOT** an acceptable excuse for late assignments or finals—figure it out BEFORE the last minute! If you miss a class, it is expected that you review the missed material on the D2L recording. **The recordings are accessible on our D2L class homepage on the right-hand side, midway down under the heading “CDM COL Recordings”.**

Assignments: It is your responsibility to **fully** read all assignment descriptions located in the D2L “Submissions” section, and clarify any questions with me prior to the due date. All assignments are due by the date and time listed on D2L, **no exceptions**, unless an exception has been discussed via email prior to the due date. Assignments uploaded within one hour past the due time will be docked 50% of the total points for the assignment, prior to grading.

Assignments turned in later than one hour past the due date/time will be given a zero. Don’t fail because of late work—be on time! **Keep your email “submission receipts”.** **If you do not receive one, double check that you properly submitted your work to D2L.**

Students are permitted to rework or correct assignments and resubmit them for up to full credit only if the original submission was turned in on time. Only legitimate attempts at the full assignment will be eligible. “Works in progress” or place-holder files are not to be considered legitimate attempts at assignment completion and will not be considered for resubmission.

Additionally, assignments turned in after the due date and time will not be eligible. **The cut-off time and day for resubmissions is the same as the due date and time of the final project.**

The following are exempt from re-work: The final project.

There will be a few opportunities for extra credit, so please take advantage of those when they are available.

Final: Monday November 20th, 11:30am-1:45pm. (Final project will be due during this period, attendance requirements will be discussed later in the quarter)

Grading:

15% Attendance & Participation

70% Weekly Assignments

15% 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.

*This information is subject to change pending alterations to semester outline. Any changes will be clearly communicated to students in class and in writing. **It is your responsibility to read, understand, and abide by this course syllabus.**