ANI 101 for Non-Majors

Spring 2013
Mon. & Wed. 3:10-4:40
Campus: LOOP
Building, Room: CS&TC (CDM) 206

Instructor: Shelley Dodson
sdodson@cdm.depaul.edu

OFFICE LOCATION: LOOP, CS & TC (CDM) building, Office #: 430

OFFICE HOURS…

Monday office hours	Wednesday off hours
9:30-10 am 1:30-2:30 4:45-5:05	--- 1:30-2:30 4:45-5:15

MAIL BOX:

CDM, 4th floor, front reception desk. If the 4th floor desk is closed, there is a drop box located to the left of the 4th floor computer lab entrance (to the left of the ramp). If you drop something off, make sure your full name, and "To: Prof. Shelley Dodson"

SYLLABUS and SCHEDULE are subject to change through out the quarter

COURSE DESCRIPTION

This course is an introduction to the art of animation. We will study some of the history, theory and practice of several different forms of animation. However, most of the projects will be some drawn animation and quite a bit of digital cut out animation.

Through out the quarter, the screening of relevant films, readings, weekly assignments (projects and writing papers), demonstrations and lectures will be given.

PREREQUISITES: None

SOFTWARE

Adobe software - After Effects and Photoshop (sometimes in combination with 2-d and other manual approaches) will be covered.

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 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.

EMAIL COMMUNICATION

Email is the primary means of communication between faculty and students enrolled in this course outside of class time. Students should be sure their email listed under "demographic information" at: https://campusconnect.depaul.edu   is correct.

I will email you in a timely manner. Also, if you wait until the last minute to work on your project before it is due, and you email me late at night with a question, do not expect me to email you back in time for you to finish the assignment. You are responsible for figuring the assignments out and completing them on time. Students should be actively searching for other means of finding solutions in addition to emailing me.

Digital Cinema Equipment Cage

Located on the 9th floor of the CDM building. Rules and regulations for checking out any equipment, such as Wacom tablet pens, digital still cameras video equipment, etc, can be found here. Open hours are posted on the outside of the center. Polices and other info can also be found here.

CLASS TIME & LAB TIME

We will meet in CDM room 206. However, we will be in computer lab on certain dates through out the quarter. For official lab dates, please check the assignment postings on COL through out the quarter. Lab time is sparse, and has to be booked a head of time for ANI-101 classes.

ANI-101 classes are allowed a maximum of 6 (official) computer lab sessions through out the quarter. I don't have control over how many (official) computer lab sessions we get. Here is why…

There are several ANI-101 classes each quarter. And, unfortunately, there are not enough labs to accommodate all ANI-101 classes for every single class (Meaning, we can't be in a lab for every class). Other Animation classes also have priority.

I believe in getting students in to the lab. However, we have to work with what we have.

Take advantage of lab time. If you do not work on a project when we do have lab time, then do not complain on the evaluations about not having enough lab time. This removes you from any responsibility. If however, you did take advantage of lab time, and would like more lab time, this is a different matter, and if you feel this is important for the administration to know, then please share this.

COMPUTER LAB ACCESS, COMPUTER LOG IN & COL LOG IN

There are three different functions in the school's system:

Lab Access (ID swipe)
CDM Computer Log In
COL Log in

You will need to make sure you can access / perform all three of the above.

Lab Access

Use your DePaul Student ID to swipe to get in to certain labs.

You will be working on projects outside of class, most likely in computer labs around campus. Take advantage of these labs, and the software that is in some of these labs. This is a free resource !

You may only have access to certain labs around campus. I will notify you about what labs you should have access to for this class. Check to make sure your ID is active. If it is not, contact the 4th floor CDM front desk. You can also check with ID services. IF it still does not work, please notify me if you do not have access to these labs.

Computer Log in

You will need to create a CDM account to log in to computers. To do this, go to the CDM 4th floor reception desk for assistance.

COL Log in

Use your Campus Connect user name and password to log in to the COL site. To do this, go to the CDM 4th floor reception desk for assistance.

Website: https://col.cdm.depaul.edu

This is where all assignments, hand outs / documents, and grading will be uploaded to.

If the class is recorded, lectures can be viewed here, on COL. Students can watch the entire lecture, or scan / scrub through it to various times in the lecture. This is an extremely helpful tool ! Use it !

Keep in mind that not all classes are recorded. This is just a limitation of some classrooms.

OTHER LAB INFO…

Also make sure you are in good standing with financial aid. If not, this might effect your access to labs.

There are other labs on the Loop Campus and the Lincoln Park Campus. However, not all computer labs have the software we will be using (Adobe Photoshop and Adobe After Effects).

Computer Lab hours

Some labs have classes in them through out the day. Usually, the schedule for each lab is posted on the door.

Please be respectful of the professor that is in there. Do not interrupt them. Get there a head of time to ask them politely if you can use the lab while their class is in session. If they say no, please be respectful of this. There might not be enough room for you, and it could be distracting.

Lab hours with software like Photoshop, students can check the calendars here:

http://www.cdm.depaul.edu/cim/academics/Pages/CIMLabResources.aspx

You will find a list of our available rooms and a links to calendars for each. Click through the options for rooms like 332 in the Student Center, LPC.

You must have you DePaul student ID in order to "swipe" and get into labs and classrooms.

Some other labs you can use are: CDM, 2nd floor, CDM 4th floor general access lab, and possibly other labs on the 8th floor. Labs on the Lincoln Park Campus are Student Center, 363 and 364 (which may have classes in them)

USE HEADPHONES

When listening to audio in any of these labs, such as watching the lecture, listening top music, etc. please be mindful of others around you and use headphones.

ATTENDANCE

Attendance is mandatory. However…

Each student has 3 "free absences" and 3 "free" tardies (in relation to the number of scheduled classes through out the quarter.)

Attendance is taken as soon as class starts. If a student is not present when their name is called right at the beginning of class, they are marked absent. If they come in after their name is called, they are responsible for coming to me after class and notifying me that they were present but late. Otherwise it will remain as an absence.

These 3 free absences and 3 free tardies can be used however the student chooses.

Such as: if you choose to go to work instead of class, if you are sick, for an unforeseen circumstance (emergency, family related issues) etc. Please use these absences carefully. I do not need to know why you used these absences.

A 4th tardy = 1 absence.

A 4th absence will result in a 10 % grade reduction. Any student missing 5 classes will be given a grade of "F" for the semester.

Lectures and material will not be repeated once the class is over.

Students are responsible for keeping track of their number of absences and tardies. However, a student may request their attendance status at any time.

Do not rely on me to change the marked absences to a tardy if you think I may (or may not) have seen you walk into class. This is YOUR responsibility.

THE FOLLOWING ARE NOT ALLOWED IN CLASS

- Laptops
- Cell phone use of any kind (please turn it off)
- Headphones / listening to audio and checking email / other non-related class sites during demos - even if we are in a lab.
- Other devices, like iPods, iPads, etc.

If you are caught doing / using either of these in class at any time, The student will be asked to stop. If this persists, the student may loose 5% off final grade for the semester, phone might be taken away from them for the duration of the class, and / or they may be told to leave the class. If a student is told to leave, this counts as an absence.

If you need to call someone – please leave the room completely and go somewhere private where we can't hear you and call them back. Even if you answer your phone as you are leaving the room, 5% will be deducted from your final grade.

INAPPROPRIATE BEHAVIOR

Please do not side talk in class. This is distracting to the instructor and others around you. If you have something to say, please share it with us (if it is relevant to the topic at hand) or please keep the comment to yourself.

Inappropriate behavior and language will be determined by the instructor. If decided as such, the student and any student contributing or participating in an inappropriate situation will be told to stop.

A 5% grade reduction may occur. The student / students may be told to move, or leave. This will count as an absence. If said student / students do not leave, they will be removed by security, and this will count as an absence.

Computer Lab conduct will be address when we go to the lab.

Cell phones & Attention

Cell phones are distracting to the individual in class, the professor, and to others sitting around the student with the cell phone. Temptation to use it is increased if it is in your pocket, or on your desk. Please turn it off and keep it in your bag to reduce temptation to use it.

Our culture increasingly supports immediate gratification and what is called "divided attention" (aka "multi-tasking"). Meaning, the individual engages in several short individual tasks at a time, instead of engaging in "focused attention" where they engage on a each task for longer periods of time. You can not fully pay attention in class if you are using your phone (texting, etc). Being in college means taking opportunities to engage in "focused" attention, and perhaps, over time, getting better at it. "Focused attention" is an important skill to develop for the work environment, and could perhaps compliment "mutli-tasking" skills.

CLASS WORK

Though this class is for "non-majors" - it is still a part of *your* major. Meaning, while in college, you are required to take certain classes that you might not think are directly related to your major. These classes are to expand your overall knowledge, technical skills, creativity, and problem solving skills.

It might make it a little easier, and possibly more enjoyable, to be open minded about these required classes. And, these classes are for people who might be interested in trying new things, and to give people a sense of what it takes to be an animator.

This class has been designed for "non-majors." Much more is expected for the class, "Animation 1 for Majors"   For example, they might have to do more drawings for a drawn animation assignment, more might be expected for technical skill and creativity, and they go over how to use the software, Maya (which we do not cover).

Animation is time consuming ! You will be doing a lot of work that will result in maybe a few seconds of actual animated movement. You will be working with and learning challenging software.

Be prepared to spend a few to several hours on an assignment, or possibly more than one full day on an assignment. This varies from student to student. I cannot say exactly how long it will take you to complete each assignment, especially if you have never used the software before.

SIDE NOTE – learning new things and new experiences

If you have never used a tool (be it manual or digital) – it might take some time and dedication to learning how to use it (be it in this class or another class). This might not be an immediate process, and could be frustrating for some people.

Our culture reinforces "immediate gratification" and does not really encourage working through frustration, like learning new skills and tools. Working through frustration involves patience, effort, work, and long term approaches and goals. However, this varies for each person. I am not saying that I want it to be frustrating for students, but I am addressing this as part of a possible, natural process you might encounter while in school. Do the best you can!

Students will most likely need to adjust their work ethic, time management skills and their perception to what "a lot of work is" --- not only for ANI-101, but in other classes as well. This is a natural part of transitioning from high school to college. Students are experiencing new environments, opportunities, policies, expectations, material, ideas and tools. Finding out what works best for you to achieve your goals and / or the requirements for classes is a natural part of being in college.

This is ANI-101 for "non-majors" but it is still a part of your overall major. Being in college requires students to take classes to expand their knowledge and problem solving skills in a variety of different ways.

Animation is time consuming. There is not way for me to tell a student exactly how much time they will spend on a project. This various from student to student. However, spending 1, 2 or 3 hours on a project might not be enough. Plan on spending several hours, or possibly a couple days, working on a project. Yes, this class might demand more time than one of your other classes that you consider as part of your major. But this is an inherent part of animation – it is time consuming (whether you are a major or not).

All of this is also a natural part of learning new "tools" – be it digital or manual or mixture of both. Being proficient with any tool requires a frequency of using that tool. The higher the frequency, the more likely it the person will get better at it over time. Once an individual overcomes the learning curves, new possibilities open up for creating animation, or other forms of visual art.

A lot of people walk out of the class at the end of the quarter having a new appreciation for animation. They not only understand how animation is created, but also, through

experience in making animation, understand how truly time consuming, thoughtful, and creative it can be.

This class has been adjusted for non-majors. For example, for the Morph assignment, 60 drawings might be required for a "majors" class. In a non-major's class, 30 drawings are required.

GRADING

55% Regular / weekly animation assignments
20% Writing assignments
10% Quizzes
10% Class participation

Projects and point value (110 points total)

- Flip book, 10
- Photoshop / Animation Timeline, 10
- Metamorphosis, 20
- Cut out character + "lever" rotation, 10
- Bouncing Ball, 10
- Walking, 20 points
- Behavior, Cause & Effect, Context, 20
- Drawing assignment 10

Papers: 4 papers total, worth 10 points each = 40 total

Quizzes: 40 points total

In class exercises / class participation: 20 pts

DePaul grade scale:

93 - 100:	A
90 - 92:	A -
87 - 89:	B +
83 - 86:	B
80 - 82:	B -
77 - 79	C +
73 - 76	C
70 - 72	C -
67 - 69	D +
60 - 66	D

ASSIGNMENTS

All project assignments (criteria, assigned reading, due dates) will be posted on Course Online website (COL).

All projects are to be submitted online (unless otherwise stated) on the given due date and time via COL. File format will be specified per project.

Papers are to be printed out and handed in as well as posted on COL. File format will be specified on COL.

COL site: https://col.cdm.depaul.edu

Class participation

We will be critiquing (viewing and giving feedback) the weekly project assignments. This allows students to learn from other students' work, get feedback from the instructor and possibly from other students.

The critique process is common in art classes, as well as animation. It is not meant to be offensive or "mean." It is meant to be constructive, and to analyze the pros and cons, and another way to apply the material in class.

We might not have time to do this for every single assignment. And, we will not have time to look at every one's project. Some times this process will just be the instructor giving feedback. Other times it might include student feedback.

We might be discussing some of the assigned reading, and the films screened in class. Be prepared to contribute to any of these aspects.

In class exercises, in class hand outs, and other forms of in class participation can not be made up out side of class (because it involves being in class). All of these different forms of class participation go toward "class participation points."

I will most likely call on people at random to contribute.

Be prepared to possibly discuss your projects and give feedback to your peers.

Students are responsible for asking specific questions concerning technical and / or any other class related issues.

LATE ASSIGNMENT POLICY

If you submit an assignment after the due date, a 10% reduction for every day late will be applied, in addition to be graded on criteria for that assignment. Partial points are better than none ! All the points add up !   However, if too many days have past, the project is not worth any points.

If a project is submitted the same day but late, this is a 5% reduction, in addition to being graded on criteria.

EXAMPLE: If a project is worth 10 points, 1 points will be deducted for every day late. If a project is worth 20 points, 2 points will be deducted for every day late. If a project is worth 10 points and is submitted on the same day, but late, it is a half point penalty.

Students earn points and earn comments. If the project is late, no comments are earned, it will not be critiqued in class and only a grade will be earned. This will be indicated with parenthesis.

The Late policy does not apply to the Final / Last Project. Previous projects will not be accepted after "Final Exam Day."

ONE EXTENSION POLICY

Each student has one "extension" for any assignment (project or paper). Meaning, the student can choose what assignment they want to use this extension for. A student will have a week after the given due date to submit the project, after which, the late policy will apply.

If a student wishes to use their one extension, this must be requested / communicated to the instructor.

When the student does submit the project to COL, they must write in the comments section, "extension."

EXAMPLE: If a project is due on Mon. at 10 am, then it will be due the following Monday at 10am. After this extended date, the late policy will apply.

The Extension policy does not apply to the last project / anything due on "Final Exam Day". And, any previous projects will not be accepted after "Final Exam Day."

Quizzes

There will be a few quizzes through out the quarter. These are to evaluate students on animation principles and terms. It is healthy to provide a variety of ways to apply the material.

Students will not be quizzed on historical aspects or names of artists or films.

However, students may be required to write papers about material from the book as well as certain films screened in class. Accuracy (use of correct facts) for these papers is expected.

If a student is absent on the day of a quiz, they have one week to make it up during the instructor's office hours. Only one quiz out of the total number of quizzes can be made up.

Supplies, Art Materials, External Hard Drive…

Various places materials at: CVS, Walgreens, Blick Art, Utrecht, other art supply store...You may want to wait until the assignment is given before purchasing these materials.

- Regular, white, 8.5" x11" paper
- Drawing material, such as: mechanical pencils (0.5 or 0.7 lead, HB or 2B) , regular
  pencils, erasers (white)
- Scotch tape
- One 3-Hole Hole Punch (or, if you find one around campus, you can use that)
- 3"x5" or 4"x6" blank index cards + binder clip or rubber band
- One Round Peg Bar (Barnes and Noble located at: 1 E. Jackson)
- External hard drive with fire wire and USB and / or portable USB drive (Best Buy, Office
  Depot, Online: New Egg)

*If you are going between Mac and PC, a 2 gig device can do so. Any device larger than 2 gigs can not go back and forth between Mac and PC unless it is formatted to do so. See hand out on COL, under "Documents" for more info.

TEXTBOOK

The text book can be found at the lower level at Barnes and Noble: 1 E. Jackson. Please provide the name, and class ID /section number of the class so the person assisting you can find the book you need.
- **Required:** The Animation Bible by Maureen Furniss

- Recommended: After Effects CS4 Visual Quickpro Guide (for Windows and Mac)*
- Recommended: Photoshop CS6 Visual Quickstart Guide (for Windows and Mac)
- Recommended: The Animator's Survival Kit by Richard Williams

Recommended books are not in full stock at the bookstore. You can try Barnes and Noble, but you might have to order it online.

* Newer versions might be called "Visual Quickstart Guide" - Check for different books / updated versions for After Effects CS6

WEEKLY HAND OUTS

Instructional "hand outs" and guidelines for assignments will be posted on the COL, under "Documents."

DRAWING

Drawing is required for some of the assignments. If you feel you are someone who "can not draw" - do your best and be open to new mediums and ideas.

READING

Weekly reading will be assigned. We might discuss some of the reading in class. All reading is to completed by the following class unless otherwise instructed. For example, if it is assigned on a Wed. it should be completed by the following Monday.

WRITING

There will be 4 or 5 short writing assignments given through out the quarter: At least 2 papers analyzing a film screened in class, and at least 2 papers on the assigned reading.

If it is for a film in class, you will need to take notes (the old fashioned way with pen and paper).

Each paper might range from 1-3 pages (when specified), double space. Read below for more info on requirements for papers.

REDQUIREMENTS FOR PAPERS

Additional criteria and due dates for papers will be posted on COL, under "Assignments". The late policy applies to papers (read above)

Papers must be written in size 12 font, double spaced, unless instructed otherwise. Your full name, student ID and date must be listed at the top of the page. Spelling and grammar are to be checked not only by the computer's spell check but also by you or another individual. (The computer's grammar check does not know the difference between "its" and "it's")

Multiple errors in these areas will result in point deduction. Analysis papers to a film screened in class are to be written in essay form.

Other specific requirements for each paper will be addressed in class.

Papers are to be printed out and turned in, as well as posted online.

If a student feels he or she needs additional assistance in writing, go to:

THE WRITING CENTER

…is located on the **16th floor, in the Lewis Building** on the corner of Jackson and Wabash.

Students are responsible for seeking out additional help. You can also google, "writing center, De Paul" and find out more information, like how to make an appointment, what they have to offer, hours of operation, etc.

Online Instructor Evaluation

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 two weeks. Students do not receive reminders once they complete the evaluation.

EMAIL

Email is the primary means of communication between faculty and students enrolled in this course outside of class time. Students should be sure their email listed under "demographic information" at: https://campusconnect.depaul.edu   is correct.

You should check this email often, in case your instructors, advisors, or other people need to contact you.

I will periodically send out emails to the class, informing them about various things.

Academic Integrity Policy

This course will be subject to the faculty council rules this site:

http://academicintegrity.depaul.edu/

Plagiarism

The university and school policy on plagiarism can be summarized as follows: Students in this course, as well as all other courses in which independent research or writing play a vital part in the course requirements, should be aware of the strong sanctions that can be imposed against someone guilty of plagiarism. If proven, a charge of plagiarism could result in an automatic F in the course and possible expulsion. The strongest of sanctions will be imposed on anyone who submits as his/her own work a report, examination paper, computer file, lab report, or other assignment which has been prepared by someone else. If you have any questions or doubts about what plagiarism entails or how to properly acknowledge source materials be sure to consult the instructor.

Incomplete

An incomplete grade is given only for an exceptional reason such as a death in the family, a serious illness, etc. Any such reason must be documented. Any incomplete request must be made at least two weeks before the final, and approved by the Dean of the College of Computing and Digital Media. Any consequences resulting from a poor grade for the course will not be considered as valid reasons for such a request.

Resources for 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 either:
- PLuS Program (for LD, AD/HD) at 773-325-4239 in SAC 220
- The Office for Students with Disabilities (for all other disabilities) at 773-325-7290 Student Center 30

See next page for schedule

The Syllabus & schedule is subject to change through out the quarter.

The Schedule below may seem specific, but again, always check the assignment postings on COL for official due dates & time, criteria / instruction, and other info.

All assignments will be explained in detail on the assigned date.

All assigned reading is to be completed by the following class unless otherwise stated.

QUIZZES: TBA

April 1st Mon.

First Day of class. Introduction to class. Go over syllabus. Screen Films: TBA

ASSIGNMENTS:

(1) Create a Campus Connect user name and password (use this to log on to COL)
(2) Create a CDM user name and password (to log on to CDM computers)
(3) Swipe your ID to make sure you can get in to the labs you have access to.
(4) Purchase the required book for class: The Animation Bible by Maureen Furniss at the Barns and Noble at the Corner of Jackson and State (lower level)

Make sure you can log on to CDM computers and COL

April 3rd Wed.

Continue going over syllabus. Possibly go over introducing animation principles. Screen Films: TBA

ASSIGNMENT:
(1) **READ:** Furniss, Cht: 5 Early Motion Devices, p. 116-137
(2) Buy materials for Flip book for next week:

3" x 5" blank, white, index cards (one side might have lines. Use the side that is blank)
1 Rubber band OR 1 black, butterfly-like office clip
Pencil (if mechanical: medium soft led. If regular pencil, get a small pencil sharpener)
Eraser (white erasers tend to be soft, and work better)

April 8th, Mon.

Continue going over syllabus. Introduction to animation- Straight ahead animation vs key framing. Dissecting visual movement and time. Relationship between forms and shapes. Intro to making a flip book.

Screen films: Yellow Sticky Notes
ASSIGNMENTS:
(1**) READ:** Furniss, Cht 2 - "Color" p. 52-55, Cht. 3: Pre-Production, p. 65-85,

(2) Buy materials for Flip Book assignment (fi you haven't already) Create a flip book animation. **DUE DATE: April 15th, Mon.**

April 10th Wed.

Continue lecture from Mon.
Screen films: Yellow Sticky Notes.

ASSIGNMENTS :
(1) READ: Furniss, Cht. 1: "Medium" p. 17- 23 (top of page, end of "Line" section) +
Cht. 4, Production and Post Production, p. 87-91 (end of "Creating Images")
(2) Continue to work on flip book animation. **DUE DATE: April 15th, Mon.**

April 15th, Mon. 1st LAB CDM 819 (?)

Flip book due in class. Intro to Photoshop. Animation Timeline. More Straight ahead vs. key frame animation. Abstract animation. Possibly using Wacom Tablet and Pen. Discuss spacing, ease in and ease out and frame rates. Possible films screened: Dew Line by Joanna Priestley, student examples, other.

ASSIG NMENTS:
(1) READ: Furniss, Cht. 2 "Metamorphosis" p. 31, Cht. 4: Production and Post Production, p. 91-94,
(2) Create an "abstract" / "straight ahead" animation. File format: TBA
DUE: APRIL 22nd, Mon.

April 17th, Wed.

Traditional Cell Animation. Light Box and peg bars. Intro to Metamorphosis animation. Select a Beast in class. Possible films screened: Wizards (excerpt) by Ralph Bakshi, Inversion Layer (Excerpt / short) film by Bruce Bickford, student examples.

ASSIGNMENTS:
(1) READ: Furniss, Cht.1 Concept. Medium and Style, p. 11-17, and "Character Design" p. 23 - p. 33 ("Timing"),
(2) FINISH Straight ahead assignment, export as a Quicktime. Upload to COL
(3) Buy a Peg bar.
4) Draw the beast you picked at random in class, make two copies.

DUE: Straight ahead animation due + 2 copies of beast drawing **DUE: April 22nd, Mon.**

April 22nd, Mon.

Straight ahead / abstract animation + 2 copies of beast drawing due. Key Frames and in betweens. Pose to pose animation. Animating on the Light Box. Field Guide, page flipping. Rough lines vs clean lines. Class Morph. Street Musique by Ryan Larkin, Inversion Layer by Bruce Beckford, student examples

ASSIGNMENTS:
(1) READ: Furniss, Cht. 2: Storytelling and Strategies p. 37-51
(2) Begin working on Metamorphosis animation

We will be going over Part 2 of 3 for this assignment on Wed. (This project will be **DUE on May 1st, Wed.** as a Quicktime)

April 24th, Wed.

Morph assignment progress review. Scanning drawings, batch processing images in Photoshop, possible go over sequencing drawings in After Effects. Possible films screened: A Conversation Over Lunch, other TBA

ASSIGNMENTS:
(1) READ: Furniss, Cht. 6: Direct Film Making: Practice and Presentation, p.139-153
(2) Continue drawing Morph, scan Morph drawings. Batch process. **DUE: Oct. 3rd Wed.** as a Quicktime
(3) **PAPER#1:** Write 10 Reflections on the reading that you thought were interesting about the reading **DUE: May 1st**

April 29th Mon. 2nd LAB 819

Possibly go over scanned images of morph assignment (progress update), importing scanned images into After Effects, sequencing images, specifics, export / render from After Effects as a Quicktime. Go over "cut out" character techniques in Photoshop. Discuss cinematic form, content, criticism, ideas, timing. Screen Films: animation by Terry Gilliam, The Adventures of Prince Achmed, other: TBA

ASSIGNMENTS:
(1) READ: Furniss, Cht. 10: Stop Motion - "Cut Outs" p. 236-241
(2) Sequence Morph drawings in After Effects. Export as a Quicktime. See hand out for instructions. **DUE: May 1st, Wed.**

MAY 1st WED, #3 LAB CDM 819

Morph Quicktime and Paper #1 Due. Critique. Photoshop shapes and cutting out found imagery - creating a simple cut out character. Animating in After Effects. Screen: Sunday Corner Tap by Ryan Schiewe, Terry Gilliam, Prince Achmed

ASSIGNMETNS
(1) READ: Furniss, Cht, 7: Direct Film Making: Vision, Sound, and Collective Experience, p. 154- 178
(2) Create a "cut out" character with found imagery to make some kind of "lever" animation. **DUE May 6th, Mon.**
(3) PAPER# 2: Write a 2 page paper analyzing Sunday Corner Tap.
DUE: May 8th, Wed.

MAY 6th Mon. #4 LAB CDM 819

Lever Animation due. Creating a ball in Photoshop, animating it in After Effects Screen films: Fetch (excerpt) by Nina Paley, Morto the Magician

ASSIGNMENTS:
(1) READ: Cht.8: Mixed Media and Drawing, p. 181-205
(2) Start Bouncing Ball assignment. (will be going over part 2 of this assignment on Wed.)

*Reminders: 2 page reaction paper to Sunday Corner Tap **DUE: May 8th, Wed.**
and Bouncing Ball **DUE: May 13th, Mon.**

MAY 8th Wed.

Paper# 2 - Analysis Paper: Sunday Corner Tap due. Bouncing Ball part 2 - squash and stretch. Introduce creating a cut out character in Photoshop for walking assignment.

ASSIGNMENTS:
(1) READ: Furniss, Cht. 9: Water and Oil based Media, p. 207-229
(2) Finish bouncing ball assignment. Export as a Quicktime, upload to COL.
DUE May 13th Mon.
(2) Create a cut out character in Photoshop ?

MAY 13th, Mon. LAB CDM 819   (not schedule / possible back up?)

Bouncing Ball due. Discuss walking. Creating a cut out character in Photoshop for the "Walking assignment." Possibly go over importing and Parenting in After Effects. Screen Films: Walking by Ryan Larkin, other: TBA

ASSIGNMENTS:
(1) READ: none
(2) Create a cut out character for the walking assignment. Import in to After Effects, Parent all the parts.

MAY 15th, Wed. #5 LAB CDM 819

Walking continued. Possibly go over importing and Parenting in After Effects, and animating in After Effects. Screen Films: Rabbit by Run Wrake

ASSIGNMENT:
(1) READ: Furniss, Cht. 4 - p. 94-113

MAY 20th Mon. #6 LAB CDM 819

(2) Start animating a walk! **DUE: May 22nd, Wed**.

Animating a walk – the legs. Possibly go over the arms and the background. Screen films: Hedgehog in the Fog by Yuri Norstein. Takes notes on this film. It will be one of two choices for next reaction paper.)

ASSIGNMENTS:
(1) READ: none
(2) Finish the walking assignment. Export as a Quicktime and upload to COL**.**
DUE: May 27th, Mon.
(3) PAPER #3: Film Analysis --- We will be watching another film in class on Wed., after which you can choose one of two films to write about for this paper. This paper will be **DUE: May 29th, Wed.**

MAY 22nd, Wed.

Walking continued, the arms. Possibly go over storyboarding, animatics, "final project" criteria. Screen, Mermaid by Lisa Barcy.

ASSIGNMENTS:
(1) READ: none
(2) Walking + interaction criteria
(3) PAPER #3: Film Analysis -- for one of the following: Hedgehog in the Fog by Yuri Norstein, or Mermaid by Lisa Barcy. Also **DUE: May 29th, Wed**.

MAY 27th, Mon.

Walking assignment due. Go over storyboarding & animatics. Behavior project.

ASSIGNMENTS
(1) READ: Furniss, Cht. 10: Stop Motion 231-253
(2) Finish Paper #3-Film Analysis,
(3) Start working on ""behavior" project.

DUE May 29th, WED.

MAY 29th, Wed.

Paper # 3: Film Analysis due. Stop motion methods.

ASSIGNMENTS
(1) READ: Cht 11: Animation Real World Contexts, p. 255-283
(2) Continue working on "Walking, interaction, emotion" project

JUNE 3rd, Mon

More stop motion methods, other animation techniques. Screen films: TBA

ASSIGNMENTS
(1) READ: Furniss, Cht. 12: Digital Media and Computer Animation, p. 285-303 +
Cht. 13: Digital Visions, p. 304-319
(2) Continue working on "behavior" project. **DUE: JUNE 10th Mon.**
(3) Paper# 4: Write 10 Reflections. **DUE: June 10th, Mon.**

JUNE 5th, Wed.

Behavior --More Photoshop methods, stop motion, discuss reading. Digital Media, Computer Animation. Possibly go over more Photoshop methods. Films screened: TBA

ASSIGNMENTS:
(1) Continue to work on "Behavior, cause and effect, context" project. Export as a Quicktime. Name your Quicktime: yourlastname-behavior" Upload to COL, or Save to an external USB drive. Bring to "final exam day."

DUE: JUNE 10th Mon.

JUNE 10th, Mon.

 "FINAL EXAM DAY"   MEET   2:45 – 5:00 pm

Final Exam Days are schedule by the administration, not by the Instructor. (I do not have control over when this day and time is)

On our "final exam day" we will critique for last animation project. This counts as class participation. If you are absent on this day it counts as a (regular) absence.