

DePaul
SCA

ANI 240

3D Animation Production I

Spring 2015 | T/TH 3:10-4:40pm | CDM 722

Instructor: Josh Jones

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Phone: (312)362-5876

Office hours :

Tu: 11:40-12:00pm, 1:00-2:00pm, 4:40-5:00pm

Th: 1:00-2:00pm, 4:40-5:00pm

Course Description

This course will concentrate on facilitating the student's production of animation projects. The topics of idea generation, experimentation, problem solving, planning and time management, and the process of critical analysis will be applied to the student's work, with the choice of animation technique, content and form left to the individual. Students will learn the importance of bringing projects to completion. PREREQUISITE(S): ANI101 or ANI201 AND sophomore standing

Course Objectives

- To explore different avenues of expression through the completion of class assignments
- To work in a studio environment, where students and instructor share their knowledge and impressions
- To encourage a curiosity for different types of animation
- To become comfortable giving and receiving critiques
- To become comfortable organizing and creating an animated project from start to completion

Texts and Materials

REQUIRED TEXTS

None

RECOMMENDED TEXT

Reference Websites

www.awn.com

www.animationmeat.com

www.animationlodge.blogspot.com

Attendance

Students are expected to attend every class. We cover an enormous amount of material in every class, and missing even one can be a huge setback.

Three absences 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.

The student is responsible for any lectures or assignments missed. If an assignment is due a week that you are absent, it is your responsibility to make sure it still arrives on time. A good portion of our class time will be spent doing hands on tutorials, screening films, and critiquing work. Lecture notes will not make up for these missed learning experiences.

You may not miss the final class critique. Doing so will equal an automatic two letter grade reduction of your final grade. If for some reason you cannot make this class contact your instructor BEFORE the class that you must miss. Excuses given after the fact will not be accepted.

No incompletes will be given without documented proof of circumstances beyond your control.

Participation One of the best ways to learn in a classroom environment is through *active* participation in discussions and critiques. In general, we will be following a pattern of creating animation and then discussing it in critique in the following week. When I open up the floor for you to speak, please make the effort to voice your honest and constructive opinion. You are likely to find that this will greatly improve your overall learning process.

Class Work ASSIGNMENTS

- Must be handed in on time. "On time" means submitted through D2L one hour BEFORE class on the day the assignment is due. Students who use class time to finish assignments the day they are due will forfeit the right to hand in that assignment.
- **Late Work**
 - Late work will not be accepted unless approved of PRIOR to the class in which it is due or accompanied by a valid medical excuse.
 - You are allotted one "freebie" per term that allows you to turn in ONE assignment late for full credit (up until the 10th week of the term). You only get one of these per term. All other late assignments are forfeited.
- **Written Assignments:** Must be typed.
- **Digital Assignments:** Must be submitted in the following format (please note upper and lower case usage)
 - lastnameFirstname_projectname.extension
 - example: jonesJosh_projectOne.mov

Special Accommodations: If you have any special considerations please see me.

BACK UP YOUR WORK: Failure of computer software and or hardware will not be accepted as an extenuating circumstance for late projects or incomplete grades so back up your work on a regular basis.

Critiques Unless I tell you otherwise, assigned work must be completed and submitted through D2L one hour BEFORE class starts. This will keep us from wasting valuable class time. In most cases (I'll let you know the exceptions) I request that you use QuickTime format unless discussed with me previously. AVI's are difficult to watch frame by frame (something we will be doing a lot of). Handing in something unfinished is always better than nothing at all. Due to the large size of our class, and the limited class time, not everyone's work will get a full review during class. If you'd like more feedback, arrange to discuss your work with me during my office hours. We will view and discuss everyone's final project during the last class.

Grading	Treatment	5
	Title Storyboards	5
	Title Milestone	5
	Title Final Animation	10
	ABC Animatic	10
	ABC Final Style Frame	5
	ABC Milestone	5
	ABC Final Animation	15
	PSA Animatic	10
	PSA Final Style Frame	5
	PSA Milestone	5
	PSA Final Animation	20

Milestones- This assignment is a check-in so I can monitor the progress of your projects. Please post a lo-rez quicktime of your work-in-progress animation before class on the dates listed in the syllabus. In order to receive maximum credit for your milestone your work-in-progress must demonstrate a considerable amount of time and effort. If your milestone is not turned in on time you will receive zero points.

	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

Your grades will depend on the following criteria:

- **Meeting Project Deadlines:** It is vital to have your work available for critique. Work unavailable for critique will be considered late and will not be accepted unless you are using your one “freebie.”
- Creativity and personal input into execution of project
- Coming prepared to class, including assigned reading and assignments
- Showing in-progress work, which can benefit from suggestions, rather than presenting entirely new work at critiques
- Effective visually aesthetic solutions to all problems assigned
- Taking initiative to work outside of class and research
- Hard work and sweat
- Participation in critiques and discussions

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. Inconsiderate behavior will result in a lowered grade.

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>.

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.

Materials and Supplies All assignments in this class will be transmitted digitally online through D2L unless otherwise noted.

Any assignment handed in late or when not present in class may be put on a CDROM, DVD, or flash drive and delivered to the 4th floor desk of CDM to be put in my mailbox.

All CDROM's and DVD's must be labeled clearly with the following information:

- Your name
- The name of the assignment
- The class number and name you are submitting the assignment for
- The term (ex. Fall 2014)

Schedule

This schedule is subject to change throughout the semester, and will be adapted to fit the needs of the students.

Unless otherwise noted, all assignments will be submitted online 1 hour prior to class. Assignments may be submitted earlier.

	Lecture	Assignment
Week 1 March 31 April 2	Tuesday Introductions Review syllabus Treatments Thursday Title Project Break Down Examples	Assignment 1: Treatment. Bring two paper copies to class. Assignment 2: Title Assignment Storyboard. 5-8 panels.
Week 2 April 7, 9	Tuesday Storyboard Presentations Thursday Continue Storyboard Presentations Lecture: Setting up your project in After Effects, render settings & Vimeo	Assignment: Title Milestone
Week 3 April 14, 16	Tuesday Assignment Due: Title Milestone Work in class / Individual meetings Thursday Assignment Due: Final Title Animation / Screen and group critique	Assignment: Final Title Sequence.
Week 4 April 21, 23	Tuesday Continue Title critiques Thursday Lecture: What Makes A Good Animatic? ABC Project	Assignment: ABC Animatics

Week 5 April 28, 30	Tuesday Assignment Due: ABC Animatics / Screen and group critique Thursday Continue group critique of ABC Animatics	Assignment: ABC Milestone
Week 6 May 5, 7	Tuesday Style Frame/Aesthetics Work in class / Individual meetings Thursday Review Style Frames	Assignment: Final ABC Style Frame (DUE THURSDAY) Assignment 2: Final ABC Animation
Week 7 May 12, 14	Tuesday Screen and group critique Final ABC Animations Thursday Continue group critique of ABC animations PSA Project	Assignment: PSA Animatic
Week 8 May 19, 21	Tuesday Screen PSA Animatics and group critique Thursday Continue group critique of PSA animatics	Assignment: PSA Milestone
Week 9 May 26, 28	Tuesday Review PSA Milestones Work in class / Individual meetings Thursday Work in class	Assignment: PSA Style Frame
Week 10 June 2, 4	Assignment Due: Review Final PSA Style Frames Individual meetings Thursday Work in class and individual meetings	Assignment: Final PSA Animation
FINAL June 9	Assignment Due: PSA Final Animation Screen and group critique! Tuesday June 9th from 2:45 – 5:00pm ATTENDANCE IS MANDATORY	