Ani101 **Animation for Non-Majors**	Winter 2017 CDM 206 TTh 10:10AM-11:40AM *Instructor: Michele Carter* *E-mail: Michelecarter772@gmail.com* *Office hours: TTh 11:50AM-2:00pm in room 702 (Please e-mail for an appointment!)*
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. Projects will be hand-drawn, digitally drawn and digital cut out animation. Throughout the quarter, the screening of relevant films, readings, in class drawing exercises, weekly assignments (projects and writing papers), demonstrations and lectures will be given.
Liberal Studies Arts and Literature Domain	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. By the end of the course, students should be able to analyze animated cinema in terms of formal structure, thematic elements, plot, composition, performance, genre, sound, and visual style, and communicate this analysis in writing. Students should also be able to utilize these concepts in their own work and will be evaluated on their creativity and diligence in applying the course tools to produce cogent and polished shorts. Our goals are to go beyond simply achieving technical proficiency, as we will also focus on learning principles of good digital filmmaking in preparation for both artistic and commercial endeavors.
Learning outcomes and how they will be met	1. Through the viewing of various films, students will be able to critically analyze and explain film content within a 5-7 page written paper. 2. Students will be able to utilize animation principles in their own work and will be evaluated on their creativity and diligence through creation of several short films. 3. Provided in class drawing lessons and software usage, students will gain greater confidence in the field of drawing and animation.
Things to Know	This is an animation class – we will be actually animating!! All things animation are WORK! Expect to spend hours upon hours drawing or sitting in front of the computer. On average, you will be expected to spend 3-4 hours minimum per week on assignments. Some may require a little more, some may require a little less.

Drawing "skill" is not necessary. You will be drawing but not judged on your draftsmanship. Effort and creativity are key.

We are working with computers. Computers suck. They crash, they fail, they eat your work and generally hate the user. After Effects crashes. After Effects eats your files.

Expect to lose progress at some point!
If/when this happens, it does NOT excuse late or incomplete work!

How to reduce the likelihood of data loss:
- ✦ Save. Save often. Save constantly. If you make a change, save your file!
- ✦ Save incrementally. Meaning – save your files in versions, like CarterMichele_project1.aep, CarterMichele_project2.aep, CarterMichele_project3.aep, etc etc.
- ✦ Back up your files onto a flash drive at the end of each work session. Buy a couple of em, they're cheap. Do NOT expect your work to be saved onto the school's computers – it's possible the files won't be there later.
- ✦ HOWEVER – NEVER work directly off of a flash drive! They are cheap and die and are slow. They should ONLY be used to back up and transport information, never as the sole means of storage.

  1) Copy your files from the flash drive to the computer.
  2) Remove the flash drive.
  3) Work work work animate work.
  4) Then when you're done, put the flash drive back in, copy the files back over to the flash drive. NEVER work directly off of those USB drives!

In the Classroom	Students are expected to come prepared to every class. Coming prepared means: - doing any assigned readings - having your hard drive or files ready on dropbox.com / Google Drive and ready to work in class - having headphones - being well-rested and excited to go! **Lab days** Some days class will meet in room 722 – be prepared to work. These are the days: 1/24, 1/31, 2/7, 2/14, 2/21, 3/7. **General classroom behavior:** No cellphones or laptops (or other electronic devices) are allowed. They are a distraction to your classmates and to the instructor. For this reason, any note-taking should be done on paper (there are no tests, however, so listening and being "present" during discussions and lecture is more important than taking notes). Participation is required! Speak up! First, students are highly encouraged to ask questions and offer comments relevant to the day's topic. *Participation allows the instructor to hear the student's voice before grading papers.* Secondly, students will

	be called upon by the instructor to offer comments related to the reading assignments.
Attendance	**Excused absences:** You are allotted 20% of the number of the classes scheduled for the quarter (for a night class, that's two classes. For a twice-a-week class, that's four). More than that and you will not pass the class. Note that *THESE are your excused absences* – if there is an **emergency** or you must miss class, this is what these excused absences are for. These excused absences are NOT for being lazy, so use them wisely as there will be NO exceptions. **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. No **incompletes** will be given without documented proof of circumstances beyond your control. 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. This is for your benefit. 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. **READ THIS**: You may not miss the final class date on **March 16, 2016, from 8:30 AM to 10:45 AM.** Doing so will automatically lower your final grade by 20% (2 letter grades). If for some reason you cannot make this day you must contact your instructor at the beginning of the quarter to work out the details. Excuses given after the fact will not be accepted. There is no final exam but we will have final critique on the set-aside time. Check the school's calendar for final exam dates.
Homework and class work	This class is project-based and work-intensive. Most of your grade will be based on weekly projects and WIP check-ins. All assignments and grades will be listed on D2L https://d2l.depaul.edu/ NO LATE ASSIGNMENTS WILL BE ACCEPTED (emergencies and accidents happen, you get one freebee assignment that may be submitted late). However, the first two projects **(this does not include WIP milestones)** turned in – assuming they receive at least a passing grade (basically you tried to do the work and got at least a C-) - may be resubmitted before the final class of the quarter with fixes and changes for a (potentially) better grade. Rarely in real life will you receive any credit for something not submitted when it was asked for, but you will often be asked to make changes.
Tools and	If you have never used a tool (be it manual or digital) – it might take some time and

Software	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 thinking. 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. Do the best you can! **SOFTWARE** Adobe software - After Effects, Photoshop and Flash (sometimes in combination with 2d and other manual approaches) will be covered.
Supplies	● An 8-16 gig flash drive (or some free online storage!) ● Pens or various pencils ● 3x5 note cards (before class 2) ● 30-40 sheets regular 8.5x11 printer/fax paper (before class 4) This class will involve a large amount of sitting in front of a computer screen. Never trust that your work is safe on a lab computer! Also don't trust that a USB thumb drive will live forever! You need to develop safe work habits, so losing work will not be accepted as an excuse in this class. **Dropbox.com or Google Drive** are also excellent ways of storing and transporting files. Both of which have a fair amount of space available for free.
Bibliography	Books can be purchased online (cheapest) or in the bookstore, 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**: **Animation Cinema Workshop: From Motion to Emotion** **by Robi Engler** **Required: The Animator's Survival Kit by Richard Williams** **Recommended**: After Effects Visual Quickpro Guide (for Windows and Mac)* **Recommended**: Photoshop Visual Quickstart Guide (for Windows and Mac) 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 CC 2014
Grading	● 10% Participation in class (critiques, screenings, discussions, etc); class preparedness (ready to work, ready to discuss assigned readings/viewings, attendance)

	- 75% Projects
	- 15% on Writing Assignments
	Letter grades are assigned by the following point values: 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.
	Students do NOT receive an "A" by default!
	A *indicates total excellence*, B indicates good work, C indicates average, uninspired work, D work is unsatisfactory, F is really, really bad.
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/. 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.
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.

Tenative Schedule-Subject to Change

Week 1

1/3 Day 1: Syllabus and Cartoon Vs. Animation discussion

Critiques and papers

Screening: George Griffin-Flying Fur

1/5 Day 2: Early animation and Optical Toys Presentation

Screen: Trip to the Moon, George Melies

Demo: drawing

Assign flipbook: Assignment 1a, Make a 48 drawing series with object from home

Reading: Animation History and Info (on D2L Contents)

*Bring paper and drawing supplies

Week 2

1/10 Day 3: Cartoons Presentation

Demonstration of AE/scanning in, sequences, rendering

Drawing Exercise

*Bring paper and drawing supplies

1/12 Day 4: Intro to History of Animation

Screen: Swing Shift Cinderella/Education for Death

Software Demo/scanning

Drawing Exercise

Due: Assignment 1a bring drawings to class to be checked-assign 1B scanning.

Week 3

1/17 Day 5:

Photoshop Demo

Screen: Don Herzfeldt, Norman Mclaren

Drawing Exercise

1/19 Day 6:

Introduce Abstract Animation Project

 Stop Motion Lecture

Screen: Dimensions of Dialogue

Due: Assignment 1B digital flipbook. Assign Abstract ANI.

Week 4

1/24 Day 7: Lab Day

Work day Abstract ANI project

1/26 Day 8

Lecture Character Creation

Assign Morphing Creature Drawing/Story

Ball Bounce principles lecture

Due assignment 2: Abstract ANI

Week 5

1/31 Day 9: Lab Day

Ball bounce in class assignment

2/2 Day 10:

Lecture Special Effects

Assign paper: Special Effects CGI vs Stopmo

Story and Drawing Due

Week 6

2/7 Day 11: Lab Day

Creature Morph work day

2/9 Day 12:

Stop Motion Lecture

Week 7

2/14 Day 13: Lab Day

Kinetic Type work day

2/16 Day 14

Critique Morphs

Week 8

2/21 Day 15: Lab Day

In class assignment

2/23 Day 16

Introduce final project

Watch student examples

Screen: Please Say Something-David O'Reilly

Assignment: Draw storyboards

Paper due

Week 9

2/28 Day 17

Classroom group story development-bring book

Storyboards due-meetings

Assign animation- 6 seconds

3/2 Day 18: *Work Day*

Work time

Week 10

3/7 Day 19: Lab Day

6 seconds of animation due

3/9 Day 20: Work Day/Office hours

3/14 Day 21: No class!

Final Exam March 16, 2017, from 8:30 AM to 10:45 AM

You have to be there!!