

ANI 240 Animation Production I Syllabus: Winter 2017

Mon & Wed: 11:50 – 1:20pm CDM room 722 Instructor:

Steve Socki email: ssocki@cdm.depaul.edu

Office: CDM 511 Hours: Tuesday 2:00 – 6:00pm and by appointment Office

Phone: 312-362-8273

Course Description

This course will concentrate on facilitating the student's production of animated 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. Be prepared to work about 6 hours outside of class each week, and to spend even more finishing the final project.

Prerequisites: ANI101 or ANI201, and sophomore standing **Learning**

Goals

- Comprehensive understanding of the entire process of creating short animated productions
- Learn to recognize visual inspiration and how to apply artistic influences into one's own work
- Learn to use visual design and storyboards as guides
- Create short animated projects that can be completed on time.
- Learn to use graphic titles, sound, and compositing using *AfterEffects*

Learning Outcomes

- Create 4 short, original animated projects developed from visual design and personal graphic research
- Communicate personal expression visually through the art of animation
- Create short and complete animated projects with titles and sounds, executed in a professional manner, and completed on time

Overview

This course focuses on exploring different avenues of personal expression by creating and completing four animation projects start to finish. Students will gain experience in a studio environment where both students and instructor share knowledge and feedback. They will become comfortable giving and receiving criticism, and they will develop curiosity and appreciation for different types of animation.

Requirements

Each student is required to attend class on time, stay for the duration of class, to give full attention to screenings and lectures in class, to produce assignments demonstrating their grasp of technical concepts and ability to think creatively, to participate in discussion and critiques, and to have a respectful, positive, hard-working attitude throughout the semester.

Assignments

All assignments will be submitted on D2L one hour BEFORE class. Your file needs to include your first name. Files need to be rendered at a lower quality, at H.264, compressed, or they will not work on D2L – keep under 200 Mb.

You must expect to work about 6 hours per week outside the classroom. Those who want to get more out of the class will put extra time toward their projects. During the end of the quarter, you can expect to put in more time, as you will be making your final project.

Completed projects not submitted on the due date will be lowered one full grade, and you will only have until the start of following class to hand it in for credit. If your final project is not submitted in time for critique, it will be lowered two full grades, and you will only have until the next day 5pm to hand it in for any credit.

Maya and stop-motion techniques are not normally used in this course due to the time limitations. Those students proficient with these techniques may use 3-d software as partial elements for their production.

Recommended Text: *The Animator's Survival Kit* By Richard Williams

Online Reference: **Lynda.com** for all work in *Flash* and *AfterEffects*

Video Reference on D2L

ColTube will link you to all the Richard Williams instructional videos and files. There are also historic animated films included that may be referenced in the class.

Participation

Participation is 5 to 10% of your grade. Offering thoughtful feedback and incorporating the constructive criticism of your peers into your work are two ways that you can set yourself apart from the crowd. If I do not hear from you all quarter, you will not receive the full 10 points toward your final grade.

Equipment, Materials & Supplies

Required: External Hard Drive or Flash/USB Drive. You will need an external, portable hard drive or a USB/flash drive that allows you to back up your media, thereby giving you independence from shared storage space (the computer's main hard drive) where random disaster might strike! The drives should be Firewire 800, 400 or USB 2.0 or 3.0, and compatible with Windows or Mac operating system - all your choice.

Online File Storage Site Account

Please sign up for an online file storage site account (Box.net, Dropbox.com). Always back up your work! Losing a file is not a valid excuse for not completing assignments.

Lab Hours And Locations

Students enrolled in Animation classes have automatic swipe access to 722, 527, and the stop-motion room on the 8th floor. Students enrolled in CDM classes have automatic swipe access to the 1st floor lab (PC), 4th floor lab (PC and MAC), 634 (PC) and the Student Center labs on the Lincoln Park Campus (PC and MAC). Labs are open 7 days a week.

For a complete list of computer lab hours, locations, and machine availability:

<http://www.cdm.depaul.edu/Current%20Students/Pages/LabsAndResources/LabsandResources.aspx>

Attendance Policy

Student absences are not expected to exceed more than 10% (2 absences) of the number of the classes scheduled for the semester. A third absence 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. **You may not miss the final critique. Doing so will result in a one letter grade reduction of your final grade.**

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.

Grading:

Project 1 = 15 points

Project 2 = 25 points

Project 3 = 25 points

Project 4 = 25 points

Participation & Attendance = 10 points

TOTAL = 100 points

A = 100-93, A- = 92-90, B+ = 89-87, B = 86-83, B- = 82-80, C+ = 79-77, C = 76-73, C- = 72-70, D+ = 69-67, D = 66-63, D- = 62-60, F = 59-0

Email

I will answer email within 24-hours. Please be direct and professional with any questions of problems. I will be available to meet with you during the week. If you are not able to meet during regular office hours, I can make time to see you, be sure to notify me a few days in advance.

Cell Phone Policy

Use of cell phones in the classroom and the lab 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. No texting. If I have to ask you to stop texting more than once, there will be a full letter grade taken off your final grade.

Do Not Work on Other Projects in This Class

This is distracting to others and disrespectful. More than 2 warnings will result in major deduction of your participation grade.

Classroom Behavior

If I feel that your behavior is interfering with the professionalism of our classroom (disruption, talking, napping, texting, internet use, etc.), I will adhere to the following 3-step protocol: warning email and personal meeting, meeting with advisor or Student Advising, action taken to remove you from the class.

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>

Learning Disabilities

Students who feel they may need an accommodation based on the impact of a disability should contact me privately to discuss their specific needs. All discussions will remain confidential. To ensure that you receive the most appropriate reasonable accommodation based on your needs, contact me as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted the following office:

Center for Students with Disabilities: <http://studentaffairs.depaul.edu/csd/>

SCHEDULE: Subject to change throughout the quarter

WEEK 1A Mon, Jan 2: Visual influences, Research Art, Time Management, Software Resources

WEEK 1B Wed, Jan 4: Project 1: Begin Hand-Drawn Title, Animate In-Class w/Flash, Discuss Time Limitations, Software, Deadlines, Resources
Sun, Jan 8: Deadline to Add Class

WEEK 2A Mon, Jan 9: Project 1 Hand-Drawn Title, Animation Due, Critique, In-Class Revise Ani for Compos

WEEK 2B Wed, Jan 11: *Hand-Drawn Title*, add Textures, Layers, use of Monochromatic Palette
Sun, Jan 15: Deadline to Drop Class (with no Financial Penalty)

WEEK 3A Mon, Jan 16: No Class, MLK Holiday

WEEK 3B Wed, Jan 18: Project 1 Hand-Drawn Title, Final Due, Critique; Begin Project 2 PSA, Public Service Announcement; Choose Concept, Inspiration Art

WEEK 4A Mon, Jan 23: Project 2 PSA, Concepts Due, Critique, In-Class Rotoscoping Elements, Prepare for Multiple Pass Composites, Using Typography

WEEK 4B Wed, Jan 25: *PSA*, In-Class Storyboarding, Adjusting Typography

WEEK 5A Mon, Jan 30: Project 2 PSA Boards Due, Critique, & Visual Direction; cont. Anim.

WEEK 5B Wed, Feb 1: *PSA*, In-Class Animation, Limited Audio Elements

WEEK 6A Mon, Feb 6: *PSA*, In-Class Sound Editing, Creative Limitations

WEEK 6B Wed, Feb 8: Project 2 Final Due, Critique, Simple Revisions

WEEK 7A Mon, Feb 13: Project 3: Begin Visual Poem, Concept Development
Choose Narrative Lines as Point of Departure

WEEK 7B Wed, Feb 15: *Visual Poem*, In-class work on key art, direction, and narrative
Sun, Feb 19: Deadline for Withdraw (for a "W" grade)

WEEK 8A Mon, Feb 20: Project 3 Visual Poem, Storyboard Due, Critique, In-Class Revisions

WEEK 8B Wed, Feb 22: *Visual Poem*, In-Class Refine Key Art, Begin Rough Animation

WEEK 9A Mon, Feb 27: *Visual Poem*, In-Class Animation cont.

WEEK 9B Wed, Mar 1: *Visual Poem*, In-class Anim & Composite, and Individual Meetings

WEEK 10A Mon, Mar 6: Project 3 Visual Poem, 33% Final Animation Due, Critique, In-class anim

WEEK 10B Wed, Mar 8: *Visual Poem*, In-Class Work, and Individual Meetings

FINAL CLASS Mon, Mar 13: Project 3 Visual Poem FINAL DUE, CRITIQUE * NOTE TIME: 11:30am – 1:20PM
MANDATORY ATTENDANCE _Major deduction in Participation Grade if Absent or Late

