

ANI 152 TV PAINT WORKSHOP

Syllabus: Spring 2016

Mondays: 11:50 – 1:20pm, CDM Room 527

Instructor: Steve Socki - Email: ssocki@cdm.depaul.edu

Office Hours: Tue: 11:00am - 2:00pm; & by appointment

Office: CDM 511 Office Phone: 312-362-8273

Course Summary:

This workshop course offers a complete basic knowledge of using TVPaint animation software to produce hand-drawn animation. Topics and techniques covered during lectures will be reinforced through in-class exercises and projects. Prerequisite: none.
2-Hour Credit

Learning Goals:

- Learn to use TV Paint software as an expressive tool in animation production work
- Experiment with software brushes, papers, & pencil tools; create a hand-drawn look
- Complete in-class exercises in fundamental animation
- Work on personal projects using this software
- Output files into After Effects
- Analyze contemporary animation utilizing TV Paint

Learning Outcomes:

- Achieve proficient level of TV Paint Software
- Create personal, expressive animation using this program
- Export animated files using the correct formats for compositing
- Appreciate the creative aesthetic and potential in TV Paint

No Textbooks Required

No Prerequisites, suggested: ANI 201

Students should have working knowledge of animation programs including Flash and AfterEffects. Students without this experience should expect to spend more time learning this program.

Grading:

Weekly Assignments = 90%

Attendance & Participation = 10%

Standard DePaul Grading Policy: 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 class only meets once per week, for a total of 10 classes, so students are required to attend every class, including the final class. Attendance will be taken at the Beginning of every class. If you are late, you must notify me at the End of class, will

be noted as Late. There are many technical issues that must be covered, so we need to start on time.

Students who miss 2 classes will receive a 0 for participation (this is 10% of your grade). You must contact the Dean of Students directly for any excused absence request. If you only send me an email, explaining why you are absent, it will count as unexcused. It is important to participate in every class; if you are absent you will not be able to follow with the rest of the class.

Students with 3 absences will fail the class automatically. No excuses or exceptions.

You will need to work at least 3 hours outside of class time to complete assignments.

Expect to attend every class with enthusiasm and give your full attention to each demonstration.

Late submissions will only receive partial credit as noted on D2L; no credit for assignments that are more than 1 week late.

No incomplete grades allowed unless you apply directly through Campus Connect, to the Associate Dean, before the 10th week of classes. You will be asked to provide proof of circumstances beyond your control.

Assignments:

A series of short exercises will be required every week. As we advance toward the 6th week, students will be encouraged to work on their own ideas. The project will still be relatively short and simple. I will be available to help students outside of class as time permits; students should email me and request a time.

Submitting Assignments and D2L:

All Class Assignments must be submitted through your D2L site. The formats and guidelines will be detailed under the Dropbox Folder for each assignment.

Resources:

TV Paint is available only in CDM 527 & 722. Most of the basic work on weekly assignments can be completed in class during the first 6 weeks. Expect to spend an additional 3 hours per week to adjust animation. Plan to work off-hours because the animation labs are used most days. Additional 6 Cintiqs w/TVP on 9th floor now.

Reference Material & Additional Resources:

For Help with Projects, please refer to the TV Paint Help Page. This is essential for understanding the basic work with drawing tools, brushes, and paper textures.

You are encouraged to download the trial version; you can experiment and practice with your own ideas. The trial version does not allow any saves.

Weekly class notes are always posted on D2L under Content. You will find all the step-by-step procedures from class demos. I will also post all the in-class Demos; this is especially helpful for understanding the separate layer adjustments and more complex FX work, such as keying, masking, and simple glows.

Already posted samples of professional & personal animation work that uses TV Paint. I hope these inspire you for your own creative work.

If you have questions on techniques, email me, but you should also reach out to your colleagues. Currently there are many DePaul students using this software; I encourage you to reach out and to share your knowledge.

Weekly Schedule:

(May change during the quarter, per posted announcements & notes)

Week 1 Getting started; Using the Help Page; Fun with brushes; Moving Cells and creating layers; Using the Lightbox tool.

Week 2 Using the perspective guides with snap options; Creating & adjusting Brushes. Simple outputs to QT.mov & Jpeg files.

Week 3 Repeating cycles; Layer adjustments; Basic FX stacking.

Week 4 Animation guides for mechanics; Adjusting key frames; Dynamic smears & blurs.

Week 5 Using Simple Masks; Creating animated layers to work w/character masks.

Week 6 Camera work; Importing/Exporting sequences; Merging complex layers.

Week 7 Importing Audio; Exporting files into After Effects; Blocking out Animatics.

Week 8 Creating basic character designs – to create dynamic mechanics on short, final project; Creating dynamic backgrounds.

Week 9 Compositing with After Effects; Work on final project.

Week 10 Holiday, no class

Final - June 5, 2017 11:30am to 1:45pm - Mandatory attendance -10% for absence

Additional Information:

Changes to Syllabus:

This syllabus is subject to change as necessary during the quarter. If a change occurs, it will be thoroughly addressed during class, posted under Announcements in D2L and sent via email.

Online Teaching Evaluation:

Student teaching evaluations are conducted near the very end of the quarter. All evaluations are anonymous. This is a valuable and constructive tool in creating a better classroom experience for future students. A short break will be made available some time during the last 2 weeks for the students to complete their evaluation – the instructor will not be present for this (Although donuts are usually provided). Submissions should be sent through Campus Connect.

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 & incompletes can be found at: <http://www.cdm.depaul.edu/Current%20Students/Pages/PoliciesandProcedures.aspx>.

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: Lewis Center 1420, 25 East Jackson Blvd. Phone number: (312)362-8002; Fax: (312)362-6544 TTY: (773)325.7296