

ANI 201
Fall 2017-2018
MW 10:10AM - 11:40AM
CDM 722 Loop campus

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Office hours: MW 12 PM – 1:30 PM
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ATTITUDE IS EVERYTHING.



Stumble. Fall down. Get back up!

COURSE DESCRIPTION

This course is an introductory level to the mesmerizing art of animation. In this class we will hold weekly screenings, lectures, discussions, readings and exercises to get a better sense of animation and how it is done. Students will explore different techniques, and will be introduced to animation in different context in the moving images industry. Students are encouraged to practice different genre and styles of animation in their weekly assignments. This course is designed for the student who wishes to pursue further study in the field, and provides intensive practice of the basic skills and methods through production. PREREQUISITE(S): ANI 105 or GPH 211 or ART 105 or GD 105

OBJECTIVES

- A strong foundation in the principles of animating movement.
- An introduction to storyboarding and design for animation.
- An introduction to hand drawn animation in Flash, puppet rigging and compositing with Photoshop and AfterEffects.
- An introduction to hand drawn animation on paper, with registration pegs.
- An introduction to experimental approaches to animation, including non-linear narrative and alternative materials such as sand, cut outs, collage, stop-motion and more.
- An introduction to under the camera animation using Dragon Frame.

ATTENDANCE

Attendance is taken at the beginning of class. Being late to class 2 times counts as one absence. More than two unexcused absences will result in a full letter grade reduction for the course. Any student missing more than 4 classes will receive an "F" for the quarter. If you have any personal or medical issues, you must contact the Dean of Students directly. They will then contact me regarding excused absences.

Do not miss the final class and critique; Attendance is mandatory. Students who do not show up will get their final grade reduced by 2 letter grades. If for some reason you cannot attend, contact the instructor before the final class. Excuses after the class will not be accepted.

No incompletes will be given without documented proof of circumstances beyond your control. Incompletes must be submitted through Campus Connect; they need to be approved by the instructor and by the Associate Dean.

POLICIES

- NO CELLPHONE, NO WEB BROWSING, Seriously!!
- Late work will be accepted. However, you will be lowered one letter grade automatically. More importantly, you will fall behind on the next project, as they build on each other.
- If you miss a class, or you know you are going to miss a class, it is your responsibility to get the assignment from another student and turn in any assignments that are due, or contact me and make arrangements.
- If an assignment is listed on the syllabus you are still responsible for completing the assignment on time.
- Assignments WON'T be accepted via email even if they were sent before due. EVERYTHING needs to be uploaded to the proper assigned Dropbox folder on D2L. No exceptions.
- There will be periodic reviews and critiques of your work and you are expected to participate. This will provide feedback and insight and support in-class and homework assignments. This is the best way to express your observations of each others work; emphasis will be on evaluations of assignment goals, and on creativity.
- During lab time you are not allowed to work on other classes projects. If seen, you will automatically be marked as absent.
- There is no extra credit available for this course.

GENERAL COURSE WORK

We will use programs from the Adobe Creative Suite including Photoshop, Flash, and After Effects. I will demonstrate them in class, for more detailed help you should watch tutorials online.

Adobe TV https://helpx.adobe.com/learn.html?promoid=KTTAU#/top_products

Lynda <http://offices.depaul.edu/is/services/technology-training/Pages/online-training.aspx>

These softwares are available in all of the DePaul Computer Labs at CDM, Lincoln Park, and at the Library. Many students use a Wacom drawing tablet; these may be checked out from the

CDM 9th floor Film Cage – typically for working over the weekend.

TEXTBOOK

There is one required text and one recommended for this course, and you will be assigned reading from the required one each class.

These books are available at the DePaul bookstore.

Required: The Animator’s Survival Kit, Expanded Edition, by Richards Williams

Recommended: Animation Cinema Workshop: From Motion to Emotion, by Rabi Engler

EQUIPMENT CHECKOUT:

There are cameras, lights, sound equipment, Stop Motion Animation Kits, Wacom tablet pens, and more available for your use in the CDM Equipment Center located at 14 E Jackson St. Suite LL106. The Equipment Checkout Policy is available for download on D2L.

EQUIPMENT, MATERIALS & SUPPLIES:

You will need an External Hard Drive or Flash/USB Drive (min. 16GB) for backing up your work. Always back up your work! Lost work is not an excuse for an incomplete assignment. You can also use online File Storage Site to backup work if you forget your USB/External Hard Drive (Box.net, Dropbox.com)

Various art supplies on an as needed basis for the Stop-Motion Animation Assignment and the Final (i.e., clay, paper, glue, X-acto knife, etc.).

LAB HOURS AND LOCATIONS:

Students enrolled in Animation classes have automatic swipe access to 527, 722, and 803. 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.

*Rooms 527 and 722 have Cintiqs

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

[http://www.cdm.depaul.edu/Current Students/Pages/Labs.aspx](http://www.cdm.depaul.edu/Current%20Students/Pages/Labs.aspx)

METHODS OF ASSESSMENT

70% - Animation Assignments

20% - Reading responses

10% - Participation in class discussions and attendance

Each assignment will be given a letter grade based on aesthetic, technical and artistic merit.

A	=	95 – 100	Excellent
A-	=	90 – 94	
B+	=	87 – 89	
B	=	83 – 86	Good
B-	=	80 – 82	
C+	=	77 – 79	
C	=	73 – 76	Satisfactory
C-	=	70 – 72	
D+	=	67 – 69	
D	=	62 – 66	Marginal
F	=	Below 62	Failure

A = excellent

Work shows in depth independent research and development of ideas/Work is finished on time and resented in a professional manner/Technical proficiency: drawing, creation of character and story and acting ability/Student participates in class discussions and contributes to the group as a whole

B = above average

Work shows a degree of independent research and development of ideas/Work is finished on time and presented in a professional manner/Work fulfills the criteria of the assignment/Technical proficiency: knowledge of materials and class participation

C = average

All projects are finished/Work is complete but average in concept/Work fulfills the criteria of the assignment
Although satisfactory, the work has room for improvement

D = below average

Work is poorly presented or unfinished/Work is rarely innovative or shows evidence of self-motivation/Student is unprepared for class/Student does not participate in class exercises

F = fail

Work fails to meet the minimum requirements of the Professor in quality or quantity/Level of performance to Professor's requirements is unsatisfactory/Work does not address the criteria of the assignment/Student did not hand work in

COLLEGE POLICIES

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 DISHONESTY POLICY

This course will be subject to the university's academic integrity policy. DePaul University does not condone any form of academic dishonesty. Any act of improperly representing another person's work as one's own is construed as an act of academic dishonesty. These acts include, but are not limited to, plagiarism in any form, or use of information and materials not authorized by the instructor during an examination. More information can be found at <http://academicintegrity.depaul.edu/>

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: Lewis Center 1420, 25 East Jackson Blvd.

Phone number: (312)362-8002 Fax: (312)362-6544 TTY: (773)325.7296

Week		Lecture / LAB/ Demo	New Assignment	Assignment Due	Reading
1	W	motion arcs, animating in passes, animating with keys, frame rate	Morphing animation		
2	M	stretch and squash, timing and spacing and the 5 types of movement	Bouncing ball	Morphing animation	Page 1-21 ASK
	W	anticipation, takes	Anticipation	Bouncing ball	
3	M	-	Follow through and overlapping	Anticipation WIP	Page 22-34
	W	reduction, embodying emotion, not the what but the how, breakdown position – animating with keys and straight ahead	Abstract Animation	Follow through	
4	M	Cycle, animating in photoshop	Infinite cycle	Abstract Animation	Page 35-45
	W	Creating characters in Photoshop for After Effects – character design, working with silhouettes Creating replacement animation elements in Photoshop – working with groups and layers	Digital Cut outs and Replacement Animation in After Effects Part 1: Creating Elements in Photoshop	Infinite cycle	
5	M	Importing artwork from Photoshop into After Effects, rigging, parenting, 2.5 parallax effect	Digital Cut outs and Replacement Animation in After Effects Part 2: Puppet Rigging in After Effects with Replacement Animation	First attempt at Photoshop Characters and Replacement Animation elements	Page 46-79
	W	Animating Digital Cut Outs in After Effects - Key frames, effects, time remapping, speed graph	Digital Cut outs and Replacement Animation in After Effects Part 3: Animating cut outs in After Effects	Photoshop elements imported into After Effects and rigged	

6	M	Screening day	ffects -Complete Assignment:	Digital Cut Outs and Replacement Animation in After Effects - Complete	Page 80-163 (Walk)
	W	Dragon Frame	Drawn or Stop Motion Animation (continued) Part 1: Animating with Dragon Frame		
7	M	Importing footage into After Effects and editing	Drawn or Stop Motion Animation (continued) Part 2: Editing Stop-motion footage and digital collage		Page 164-200
	W	KLIK FESTIVAL Work day	Assignment: Drawn or Stop Motion Animation (continued)		
8	M	Storyboards, generating ideas – IN CLASS EXERCISE	Final Animation Part 1: Proposal		Page 200-255
	W	Working class – one on one meetings to discuss ideas for Final Animation Assignment: Revise storyboard		Drawn or Stop Motion Animation	
9	M	Working class – one on one meetings to discuss ideas for Final Animation	Assignment: Revise storyboard		Page 226-300
	W	Working with sound and lipsync	Final Animation Part 2: Complete animation based on storyboard	Due: Final Revised storyboard	
10	M	Working class – individual meetings to assess work in progress	Self-Evaluation		Page 301-379
	W	Working class			
FINAL	FINAL ASSIGNMENT REVIEW				

This schedule is subject to change