ANI 340   Animation Production II

DePaul School of Cinematic Arts

Fall 2017 | T/Th 11:50 - 1:20 | CDM 527
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Office Hours: Tu/Th 10:30-11:30am

Course Description

Students will build on the skills learned in Animation Production I, and produce more ambitious projects. They will be expected to exhibit sophisticated technique, storytelling and content, and work to develop as creative artists through self-critique. The successful planning and completion of projects on time is essential.   PREREQUISITE(S): ANI 220 and ANI 240 and junior standing

Course Overview

In this course, students will work to complete two short pieces of animation. One piece will be highly structured, and the other will leave more options open to the student's discretion. The central aim for both projects is creativity, visual design, and demonstration of sophisticated animation technique.

This course is designed to give advanced animation students the opportunity to produce work that displays creativity, craftsmanship and technical competence. For the larger project of the quarter, students may choose to work in any style, including but not limited to hand-drawn animation, 3D animation, digital cut-out animation, rotoscoping, compositing, motion capture, and experimental techniques.

A strong emphasis will placed on visual style. Projects are expected to demonstrate a high degree of professional polish in their final stages.

Throughout the production process, students are expected to demonstrate the ability to set and meet reasonable goals for production. Projects should be creative and ambitious, but also realistic. They should show an awareness of how much work and time are required to complete the piece, and the ability to plan accordingly.

Class sessions of ANI340 will feature screenings of a range of works in order to observe successful techniques that can be applied to student projects. In-class discussions will provide forums for students to develop sensitivity to the artistry of animation.

Attendance

Students are expected to attend every class. Any student missing 4 classes will be lowered one letter grade. A student missing 5 classes or more will receive 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.

You may not miss the final class date. Doing so will equal an automatic two letter grade reduction of your final grade. If for some reason you cannot make one of these dates you must 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. We will be spending a significant portion of our time in class observing and talking about animated films as well as each other's work. Please make the effort to voice your honest and constructive opinion. This creates a much more energetic and rewarding environment for everyone.

Assignments   Assignments must be handed in on time. <u>On time</u> means submitted through D2L one hour before class on the day the assignment is due. Assignments turned in late will be reduced one letter grade per day they are late.

It is more important to meet your deadlines throughout the quarter than it is to have perfect work!

All assignments with the exception of the final and the Project II milestones can be fixed up and handed in again the following week after they were due for an improved grade. Any late penalty originally assessed will carry over to an assignment that has been updated.

Written Assignments: Must be typed.

Digital Assignments: All assignments handed in digitally must be in the following format (please note upper and lower case usage)
- lastnameFirstname_projectname.extension
- example: jonesJosh_projectOne.jpg

SPECIAL ACCOMMODATIONS: If you have any special considerations please see the instructor.

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 at least once a week.

Critiques   **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.

Grading   **Project #1** (20% of grade)
- Boards and Concept   5 points
- Final Film   30 points

Project #2 (80% of grade)
- Pitch   10 points
- Concept Art   10 points
- Storyboard   14 points
- Animatic   10 points
- Milestones   15 points
- Final Film   100 points

Total   **194 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

There will be two assigned projects during the course of the quarter. The first will be a short, two-week project, with focused design and simple narrative. The second project will use a longer-term production timeframe, and rely on the critique process to guide revisions and focus goals. In grading these two projects, students will be evaluated on:

- Amount of effort & work
- Visual design
- Attention to detain in the animation of characters and visual elements
- Creativity in concept and story
- Planning and execution of project
- Completeness and polish

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.

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 submitted digitally online through D2L unless otherwise noted. Any assignment that is too big to fit on D2L can be sent to me through a website like www.wetransfer.com or dropbox. Please do not use google drive. It crashes my email! Video files can also be uploaded to Vimeo or Youtube if necessary, just make sure to allow downloading. Please post all links in the comments section where you turn in your assignment on D2L.

Schedule

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

Week 1 Sept 7	Project I Assigned Topics Developed
Week 2 Sept 12, 14	Project I Storyboards Due Small Group Critique Working effectively with sound
Week 3 Sept 19, 21	Compression Basics In Class worktime
Week 4 Sept 26, 28	**Project 1 Due on Sept 26 – In Class Critique** Present Project 2 Pitching Round 1 – Sept 28

Week 5 Oct 3, 5	Pitches for Project 2 – Oct 3rd Lecture on Concept Art
Week 6 Oct 10, 12	Concept Art due Concept Art Critiques and in-class work on storyboards
Week 7 Oct 17, 19	Storyboards due for narrative films Structure Pitch due for non-narrative films Lecture on Animatics Lecture on 3D Pipelines
Week 8 Oct 24, 26	Class Presentation of Animatics (Non-narrative films must present 5 visual tests)
Week 9 Oct 31, Nov 2	Milestone 1 2D: 30% Animation Complete Milestone 1 3D/Cutout/Stopmo: All characters and assets complete Milestone 1 non-narrative: TBD In Class Work and Review
Week 10 Nov 7, 9	Milestone 2 2D: 65% Animation Complete, Rough cut w/sound Milestone 2 3D/Cutout/Stopmo: 50% Animation Complete, Rough cut w/sound Milestone 2 non-narrative: TBD but must include sound In Class Work and Review
Week 11 Nov, 14	Milestone 3: 100% Animation Complete Lecture: Mastering your video and sound
Week 11 Nov 21	**ANIMATION FINAL** Tuesday Nov 21st, 2017 11:30-1:45PM **ATTENDANCE MANDATORY**