

Digital Design 107: Concepts in Animation

Professor TBA

Meets: TBA

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Course description:

This course introduces students to principles and techniques of animation. With an emphasis on process, experimentation, and critical thinking, students will explore techniques for depicting movement, expression and emotion through an assortment of projects working with traditional and digital animation techniques. Projects will involve physical movement, narrative structure, character development, sound design, and considerations of perspective. By terms end each student will have the beginnings of a sophisticated animation portfolio.

Course objectives:

By the end of the course, students will have gained a better understanding of:

- Capturing and depicting natural movement in animation
- Depicting expression in animation
- Conveying emotion in animation
- Animating the human figure
- Animating wildlife
- Creating animated special effects
- Storyboarding narrative
- Developing animatic presentations
- The importance of sound design in animation
- Adding atmosphere, realism and drama to animation
- Creating an animatic representation
- Both traditional and digital animation techniques
- Flash animation techniques
- Presentation techniques

Credit Hours:

3 hours

Pre-requisites:

VPA121 – Painting & Drawing

DD101 – Introduction to the Digital Toolbox

Required readings:

The Illusion of Life – Disney Animation by Frank Thomas & Ollie Johnston

The Animator's Workbook by Tony White

Strongly suggested:

While this class has not been designated as 'web-enhanced,' it is strongly urged that students wishing to take full advantage of the class have:

- Some familiarity with the Internet;
- Access to the Internet from home or elsewhere
- An active email account.

Due dates:

Late assignments will not be accepted without a physician or counselor's note.

Grading:	
Exercises	80
Participation	20
Total	100

Grades:	
90-100	A
80-89	B
70-79	C
60-69	D
0-50	F

There is no R grade in this course.

Concepts in Animation (ANI) assignments:

This course will be an organic mix of lecture and practice with the professor working to explain the concepts, give examples, and also oversee how well students grasp the concepts discussed as they work on assigned projects. 20% of the grade will be based on engagement and consistent attendance. The balance of the grade will be determined by thirteen design critiqued exercises and a final portfolio presentation.

Assignment	Type	Date	Graded Points
Flip Book	Take-home	P1	10
Character Studies	Take-home	P2	10
Character Walk Cycle	Take-home	P3	10
Character Run Cycle	Take-home	P4	10
Stop Frame Animation	Take-home	P5	15
Final Animation	Take-home	P6	25
Total			80

Notes on the grading criteria:

Work will be evaluated according to the following criteria:

- Understanding and interpretation of readings
- Aesthetic and execution of projects
- Research and Analysis of related issues
- Contribution to in-class discussion

The ANI assignments:

What follows are brief descriptions of the ANI assignments students will be doing over the course of the term. Detailed instructions will be provided in-class for each exercise. Without a physician or counselor's note, late assignments will not be accepted and so will receive a grade of 0.

Flipbook:

Using a Post-it note pad, create a flipbook animation 29 frames long that depicts a geometrical shape in movement. Consider lighting/shading, as well as issues of cause and effect in the development and execution of this project.

Character Studies:

Create six sketches of a proposed character for future animations in the class. This character should exude personality and be thoughtfully and creatively executed. Once the sketches are completed do a Pen and Ink version of the character, Duplicate and create a color version. Present all eight iterations to the class.

The ANI assignments continued:

Character Walk Cycle:

Create a twelve-step walk cycle, which depicts your character in full stride one whole rotation. These should be hand drawn and colored. Scan and duplicate for a twenty-four-page (3"x4") flipbook to illustrate the cycle being animated. Present drawings and flip book in class

Character Run Cycle:

Create a twelve-step run cycle that depicts your character running one whole rotation. These should be hand drawn and colored. Digitize and import into Flash to create a run cycle animation loop of your character. Present drawings and Flash animation in Class.

Stop Frame Animation:

Develop and execute a twenty-second piece using a digital camera and tripod to produce a stop frame animation featuring your character interacting with real-life objects or people. Consider your character's personality, plot line, and context in the development of your project. Feel free to combine illustrations and photographs in a digital imaging program such as Photoshop. Combine with titles and sound in a digital video program in order to produce a Quicktime Movie for in-class presentation.

Final Animation:

Create an animation in Flash. Begin by developing a storyboard for your character, develop this into flash animatic for review, create sound design (foley & score), refine, export as a Quicktime movie and present in the final class for critique.

Participation:

A student's participation grade is based primarily on their attendance and participation in class. Every student begins the term with 20 participation points. Attendance is mandatory for every single scheduled class. For each class missed, 6 participation points will be deducted. Tardy students will have 2 participation points deducted. More than three absences amount to a failure, as a student may not earn less than 0 participation points.

Academic policies (from Catalogue):

Hostos Community College believes that developing student's abilities to think through issues and problems by themselves is central to the educational process. Since the Hostos College degree signifies that the student knows the material s/he has studied, and the practice of academic dishonesty results in grades or scores that do not reflect how much or how well the student has learned, understood, or mastered the material, the College will investigate any form of academic dishonesty brought to its attention. If the charge of academic dishonesty is proved, the College will impose sanctions. The three most common forms of academic dishonesty are cheating, plagiarism, and bribery.

Cheating (from Catalogue):

In the collegiate setting, cheating is defined as the purposeful misrepresentation of another's work as one's own. Faculty and students alike are responsible for upholding the integrity of this institution by not participating either directly or indirectly in act of cheating and by discouraging others from doing so.

Plagiarism (from Catalogue):

Plagiarism is a form of cheating which occurs when persons, even if unintentionally, fail to acknowledge appropriately the sources for the ideas, language, concepts, inventions, etc. referred to in their own work. Thus, any attempt to claim another's intellectual or artistic work as one's own constitutes an act of plagiarism.

Bribery (from Catalogue):

In the collegiate setting, bribery involves the offering, promising, or giving of items of value, such as money or gifts, to a person in a position of authority, such as a teacher, administrator, or staff member, so as to influence his/her judgment or conduct in favor of the student. The offering of sexual favors in exchange for a grade, test score, or other academic favor, shall be considered attempted bribery. The matter of sexual favors, either requested or offered, in exchange for a grade, test score or other academic favor, shall also be handled as per the Sexual Harassment procedures of the College.

College attendance policy (from Catalogue):

Students are expected to attend all class meetings in the courses for which they are registered. Classes begin at the times indicated in the official schedule of classes. Arrival in class after the scheduled starting time constitutes lateness.

The maximum number of absences is limited to 15% of the number of scheduled class hours per semester and a student absent more than the indicated 15% is deemed excessively absent. Attendance is monitored from the first official day of classes. In the case of excessive absences or lateness, the instructor has the right to lower the grade, assign a failing grade, or assign additional written work or readings.

Absences due to late registration, to a change of program, or to extenuating circumstances will be considered by the instructor on an individual basis. Each department and program may specify in writing a different attendance policy. Instructors are required to keep an official record of student attendance and inform each class of the College's or department attendance policy.

NOTE:

- Any work missed during any period of absence must be made up by the student.
- To meet financial aid criteria, a student must attend class at least once in the first three weeks and once in either the fourth or fifth week of class.

Course schedule:

Readings must be completed for each class. Not all assigned texts will be discussed in class or covered in the class lectures.

CLASS	CTD Project Due	ROOM	TOPIC	READ FOR TODAY
1		TBA	Discussion: Class Introduction Creating Life	No reading
2		TBA	Discussion: The Animation Process	<i>The Illusion of Life</i> Chapters 1 & 2 <i>The Animator's Workbook</i> Chapter One
3		TBA	Discussion: Animation Principles & Tools The Flip Book	<i>The Animator's Workbook</i> Chapter 2 <i>The Illusion of Life</i> Chapter 3
4	P1	TBA	Discussion: Flip Book Presentations Creating A Character	<i>The Illusion of Life</i> Chapter 15 <i>The Animator's Workbook</i> Chapter 3
5	P2	TBA	Discussion: Character Presentations Fluid Movement Muybridge	<i>The Animator's Workbook</i> Chapter Four <i>The Animator's Workbook</i> Chapter Five
6	P3	TBA	Discussion: Walk Cycle Presentations Anatomy & Animation	<i>The Animator's Workbook</i> Chapter Six <i>The Animator's Workbook</i> Chapter Seven
7	P4	TBA	Discussion: Run Cycle Presentations Telling a Story Storyboarding	<i>The Illusion of Life</i> Chapter Fourteen <i>The Animator's Workbook</i> Chapter Eleven <i>The Illusion of Life</i> Chapter Nine
8		TBA	Discussion: Project 5 Storyboards Stop Frame Animation Techniques	<i>The Animator's Workbook</i> Chapter Eight <i>The Animator's Workbook</i> Chapter Nine
9		TBA	Discussion: Project 5 Animatics Live Action Techniques	<i>The Illusion of Life</i> Chapter Thirteen <i>The Animator's Workbook</i> Chapter Ten
10	P5	TBA	Discussion: Stop Motion Presentations Animating in Flash	<i>The Illusion of Life</i> Chapter Sixteen
11		TBA	Discussion: Animating in Flash Building & Setting the Stage Project 6 Storyboards	<i>The Animator's Workbook</i> Chapter Thirteen
12		TBA	Discussion: Actors Acting Acts Project 6 Animatic	<i>The Illusion of Life</i> Chapter Seventeen

13		TBA	Discussion: Sound Design Project 6 Sound Deign	<i>The Illusion of Life</i> Chapter Eleven
14		TBA	Discussion: Future of Animation	No reading
15	P6	TBA	Final Presentation	No reading

COURSE ID	-
PASSWORD	-