

Advanced 2D Animation // Production Art

"What I love most about animation is, it's a team sport, and everything we do is about pure imagination." – Jeffrey Katzenberg

Description	AET325		Instructor	neal daugherty (kneel dock-er-tee)	
	unique ID:	20960		email:	neal_daugherty@utexas.edu
	meeting:	t/th 2pm-3:30pm		phone:	512-695-9749 (between 11am and 7pm)
	location	DFA 4.126		office:	The Foundry
	format:	upper division studio		hours:	By Appointment

context and objectives

Advanced 2D Animation // Production Art is designed to take basic Creative Cloud and animation foundations techniques into new expressions and formats in modern 2D animation and motion graphics. Students will expand their existing research further with specific types of advanced digital art techniques and processes by understanding the use of digital compositing, collaboration in animation, and elements of UX/UI animation. This course will continue to expand the student's existing digital skills further developing understanding of digital production processes with a learned vocabulary of animation and its respective nomenclature.

This course will develop concepts and skills by addressing assigned conceptual problems. These assigned problems or "project modules" will help the student creatively consider the interaction of media, imagery, composition, content, and digital manipulation methods. Weekly individual technical and conceptual evaluation will be applied to each module and also factored into the student's final grade. The Work Ethic and Participation module grade will be for the instructor's use and is discretionary.

Research topics and readings are to be expected. Participation in assignments and class is expected and mandatory. Expect additional work outside of the specified class time. Expect additional Internet tutorials. With the exception of the grade and attendance policies, parts of this syllabus are subject to change with advance notice, as deemed necessary or appropriate by the instructor.

project modules

These modules will be based on lectures, technical demonstrations, assignments, research and tutorials, and a creative project. Students will collaborate together in groups and also work individually on projects. In addition to the discussions of the formal conceptual and technical content of the class, broad dialogue may occur regarding technology and art and their social and historical context. This may include the expression of thoughts, experience, concepts of contemporary with historical individuals and events. Self-expression is to be expected and explored both visually and verbally.

Technical/Conceptual Projects - Exploration into abstract/conceptual animation art and technical virtual environmental design, digital composition, and collaborative workflow. Advanced 2D digital imaging/animation and presentation techniques will be utilized and employed by both individuals and teams. A final group discussion will be held per project. Technical and Conceptual realization of these projects will constitute **90%** of your cumulative grade.

1) **Module One** // "Interface" - Animation utilizing elements of UX/UI design with technical exploration into Motion Graphics.

2) **Module Two** // "Character Animation" - Exploration into character design, kinematics, with exploration into rigging and puppeteering.

3A) **Module Three option A** // "Trailer" - Making professional entertainment trailers with technical exploration into animation techniques with modern video and motion graphics.

3B) **Module Three option B** // "Research" - Continued personal animation exploration. Abstraction / Storyboard creation / Final deliverable(s) / Presentation.

4) **Module Four** // "Collaboration" - Teams working with external musicians, sound designers, GAMMA, and PLAI designers, for animation and content.

5) **Work Ethic and Participation** (Critical Thinking, Individual Progress, and 'playing nice with others'): Development of a good work ethic, a learned vocabulary, digital multi-tasking applied to collaborative critical thinking and developed digital technical skills. Discretionary for determination of individual growth in both technical and conceptual thinking and application. This module will be on-going throughout the semester and will constitute **10%** of your cumulative grade.

Canvas and course schedule: In this class I use Canvas - a Web-based course management system with password-protected access through UT Direct - distribute course materials, to communicate and collaborate online, to post grades, to submit assignments, and to give you online quizzes and surveys. You can find support in using Canvas at the ITS Help Desk at 475-9400, Monday through Friday, 8 a.m. to 6 p.m., so plan accordingly.

storage, media, service requirements & recommendations

Each student will need to purchase/have available the following for the course:

Personal Laptop (From your admissions advising)
Wacom (or similar) Drawing Tablet and Stylus
Internet Access and a Working E-mail Address
Adobe Creative Cloud Master Collection
USB Flash/Thumb drive(s) and/or Portable External hard disk drive(s)
Cloud Storage Access (BOX, Dropbox, Google Drive, etc.)

****backup of your data is solely your responsibility and should be done daily to avoid loss of any work****

use of e-mail for official correspondence to students

All students should become familiar with the University's official e-mail student notification policy. It is the student's responsibility to keep the University informed as to changes in his or her e-mail address. Students are expected to check e-mail on a frequent and regular basis in order to stay current with University-related communications, recognizing that certain communications may be time-critical. It is recommended that e-mail be checked daily, but at a minimum, twice per week. The complete text of this policy and instructions for updating your e-mail address are available at <http://www.utexas.edu/its/help/utmail/1564>

grades and grading policy

Each student will receive seven module grades for the semester. The grades will be based on completion of particular projects and assignments throughout the duration of the course. Students will be evaluated on comprehension of specific terminology, grasp of course technology, presentation, aesthetic development and conceptual growth. Collaboration with others students will be expected and factors of attendance and class participation will be extremely important to each project's grade.

Grading in a creative course is inevitably subjective, meaning that the final evaluation of the work presented is based on how the criteria for the assignments is met and on the opinion of the instructor as to the work's quality. The following offers some of the criteria used in determining grades. Grades will be based upon the criteria of Concept, Technical Skills, Participation and Work Ethics, Presentation and Craft, and Critical Thinking.

A+/- means outstanding work exceeding the requirements in both quantity and quality. A clear and complete understanding of techniques and processes is evidenced. Significant participation in critiques has occurred. Finished and fully developed work is innovative and well presented.

B+/- means good work beyond the requirements. Good understanding of techniques and processes is evidenced. Individual approach has formed.

C+/- means average work. Requirements are met; projects are completed on time. Regular attendance is maintained. Adequate participation in critiques and understanding of techniques and processes is evidenced.

D+/- means poor work. Requirements barely met, understanding of techniques and processes lacking. Skill level low.

F means unacceptable work. Requirements not met. Little understanding of techniques or processes.

Grading System Scale:

A	= 4.00	C	= 2.00
A-	= 3.67	C-	= 1.67
B+	= 3.33	D+	= 1.33
B	= 3.00	D	= 1.00
B-	= 2.67	D-	= 0.67
C+	= 2.33	F	= 0.00

class attendance policy

Class attendance is a requirement and use of the full class period is expected. You will be allowed three sick, personal, physical or mental health days without grading consequences. It is up to your discretion how you use these three days. Being late to class three times or leaving class early three times will count as an absence. 15 minutes late to the start of class will constitute a tardy. Leaving class before being dismissed by your professor will constitute an early departure. A 4th absence will result in the lowering of your final grade by one letter grade. Absences, tardiness and/or early departures beyond this could result in course failure. If a serious medical or personal situation occurs affecting attendance, please discuss it with your professor. No late work will be accepted. No incompletes will be given. If you feel you will not be able to complete all work on time, you should ask the instructor for a grade of Q or drop before the deadline for doing so passes.

Q drop Policy The State of Texas has enacted a law that limits the number of course drops for academic reasons to six (6). As stated in Senate Bill 1231: "Beginning with the fall 2007 academic term, an institution of higher education may not permit an undergraduate student a total of more than six dropped courses, including any course a transfer student has dropped at another institution of higher education, unless the student shows good cause for dropping more than that number."

university attendance policy: religious holy days

By UT Austin policy, you must notify me of your pending absence at least fourteen days prior to the date of observance of a religious holy day. If you must miss a class, an examination, a work assignment, or a project in order to observe a religious holy day, I will give you an opportunity to complete the missed work within a reasonable time after the absence.

documented disability statement

Any student with a documented disability who requires academic accommodations should contact Services for Students with Disabilities (SSD) at (512) 471-6259 (voice) or 1-866-329-3986 (video phone). Faculty are not required to provide accommodations without an official accommodation letter from SSD.

academic honesty

University of Texas Honor Code

The core values of The University of Texas at Austin are learning, discovery, freedom, leadership, individual opportunity, and responsibility. Each member of the university is expected to uphold these values through integrity, honesty, trust, fairness, and respect toward peers and community.

behavior concerns advice line (BCAL)

If you are worried about someone who is acting differently, you may use the Behavior Concerns Advice Line to discuss by phone your concerns about another individual's behavior. This service is provided through a partnership among the Office of the Dean of Students, the Counseling and Mental Health Center (CMHC), the Employee Assistance Program (EAP), and The University of Texas Police Department (UTPD). Call 512-232-5050 or visit <http://www.utexas.edu/safety/bcal>.

emergency evacuation policy

Occupants of buildings on the UT Austin campus are required to evacuate and assemble outside when a fire alarm is activated or an announcement is made. Please be aware of the following policies regarding evacuation:

- Familiarize yourself with all exit doors of the classroom and the building. Remember that the nearest exit door may not be the one you used when you entered the building.
- If you require assistance to evacuate, inform me in writing during the first week of class.
- In the event of an evacuation, follow my instructions or those of class instructors.

Do not re-enter a building unless you're given instructions by the Austin Fire Department, the UT Austin Police Department, or the Fire Prevention Services office.