**Digital Design 107: Concepts in Animation**

**Meets:**

**Office:**

**Email:**

**Phone:**

**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:

Disney's principles of character animation

Creating character and attitude through animation

Pixilation

Hand drawn animation

Cutout animation

Clay animation

Puppet building skills

Stopmotion animation

Basic sound design skills

Familiarity with 2D animation, sound and editing software

How to make a storyboard and animatic

How to use a production calendar

**Credit Hours:**

3 hours

**Pre-requisites:**

None

**Suggested Reading:**

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

**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:**

Assignments 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.

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| Assignment | Type | Date | Graded Points |
| Pixilation | Take-home & in class | P1 | 8 |
| Hand Drawn Animation | Take-home & in class | P2 | 8 |
| Cutout Animation | Take-home & in class | P3 | 8 |
| Clay Animation | Take-home & in class | P4 | 8 |
| Stop Motion Puppet | Take-home & in class | P5 | 8 |
| Stop Motion Animation | Take-home & in class | P6 | 8 |
| Boards | Take-home & in class | P7 | 8 |
| Animatic | Take-home & in class | P8 | 8 |
| Rough Cut | Take-home & in class | P9 | 8 |
| Final Cut | Take-home & in class | P10 | 8 |
| 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.

P1 Pixelation:

Create an animated sequence that uses people and/or objects.

P2 Hand Drawn Animation:

Using a Post-it note pad, create a flipbook animation that depicts several gap-widening events.

P3 Cutout Animation:

Make and animate a traditional cutout animated sequence.

P4 Clay

Have one object morph into another using clay.

P5 Stop Motion Puppet:

Build a traditional wireframe puppet.

P6 Stop Motion Animation:

Animate your stop motion puppet.

P7 Boards:

Draw storyboards for a 15-30 second animated short.

P8 Animatic

Turn storyboards into a timed out video with rough sound design.

P9 Rough Cut

Roughly animate each storyboard in the animatic.

P10 Final Cut

Finalize rough cut.

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.

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| --- | --- | --- | --- |
| CLASS | CTD Project Due | ROOM | TOPIC |
| Week 1 |  |  | Pixilation |
| Week 2 | P1 |  | Hand Drawn |
| Week 3 | P2 |  | Cutout |
| Week 4 | P3 |  | Clay |
| Week 5 | P4 |  | Puppet |
| Week 6 | P5 |  | Stop Motion |
| Week 7 | P6 |  | Boards |
| Week 8 | P7 |  | Animatic |
| Week 9 | P8 |  | 1/4 animation completed |
| Week 10 |  |  | 1/2 animation completed |
| Week 11 |  |  | 3/4 animation completed |
| Week 12 |  |  | All animation completed |
| Week 13 | P9 |  | Rough Cut |
| Week 14  12/12 | P10 |  | Final Cut |
| Week 15  (Finals Week) |  |  |  |