

ANIM 233: Introduction to 2D Animation Techniques
KELLOGG COMMUNITY COLLEGE
Instructor: Jim Middleton

Course Outline

I. Subject	COURSE #	COURSE TITLE	SEM. HRS.	Credit	CONTACT hrs
ANIM	233	Introduction to 2D Animation	3		96

Class meets: Tuesdays and Thursdays, OHM Rm305, 6-8:50pm

II. COURSE DESCRIPTION/S

ANIM233: Students will study the basic principles of animation with an emphasis on the analysis of motion. An overview of the evolution of animation techniques will provide the student with examples of independent film work from early productions to the present day. Students will develop an understanding of basic animation terminology and will complete several individual animation exercises as well as work on a group project. Appropriate software will be discussed and introduced within the context of each exercise.

III. PREREQUISITES: none

IV. RECOMMENDED FOR: Art Majors and Animation Enthusiasts

V. COURSE OBJECTIVES:

Upon successful completion of ANIM233, students will be able to:

1. Understand the concept and the fundamental process of animation. Students will gain basic familiarity with different methods of animation used today.
2. Understand the history of animation and the contribution of individual animators
3. Understand the aesthetics of animation (scripting, storyboarding, squash and stretch, creativity) and its various styles (traditional, cel, computer, abstract). Students will be able to define basic animation terminology (“overlapping action,” “squash and stretch,” “pose to pose”)
4. Make use of basic understanding of Flash software; techniques in flatbed scanning of animation drawings; use of Photoshop applications
5. Transfer animation drawings into formats that can be edited with basic animation and nonlinear video software.
6. Save and retrieve animation material for portfolio development.
7. Students will have developed skills for critiquing their own animation projects using the terminology and methodology of the discipline.

VI. Methods of instruction will include

- A. Lectures
- B. Presentation of animation styles through specific examples
- C. Video and slide presentations
- D. Demonstration of software packages
- E. Critiques
- F. Individual evaluation and guidance

VII. METHODS OF EVALUATING STUDENT PROGRESS:

Grade

10% Attendance is very important as many of the techniques to be demonstrated will represent hands-on projects with specifics demonstrated in class – ***two ways to be marked absent in this class: (1) don't show up... (2) surfing the internet during lecture and in-class demonstrations (there is ample lab time for “research”)*** – four absences will result in a warning to the student that his/her ability in successfully completing the course is in jeopardy; if no response within 1 week of this

warning, the student will be dropped from the course, providing the deadline for “administrative withdrawal” has not been passed.

25% In-class projects
 25% Independent Project
 25% Homework assignments and quizzes (two in-class “practical application” quizzes)
 15% Extra effort/bulletin boards, reports, extra credit sheets

All work must be completed to pass the class. This class relies on your active involvement and interest. The participant will need to work regularly on the assigned projects, both in and out of class.

Evaluation Criteria:
 A =Exceptional B =Very Good C = Average D =Pass F =Fail

<u>Percentage</u>	<u>Letter Grade</u>
93-100	A
90-92	A-
88-89	B+
83-87	B
80-82	B-
78-79	C+
73-77	C
70-72	C-
65-69	D
Below 65	F

The highest final transcript grade at KCC is an “A”)

Assignments and Critiques will be evaluated in terms of the criteria:
 (each assignment will have a specific list of grading criteria, but here is a general outline)

1. Originality/Creativity:
2. Development of ideas and curiosity; personal expression

Content:

3. Strength of concept
4. Did the student understand the application of animation and did the student follow specific instructions for the assignment?
5. Effort: Did the student make an effort to accomplish the goal of the assignment?

Policies

1. The student must complete all assignments on time. The student shall take responsibility to make up missed assignments and missed classes.
2. Regular class attendance and participation is imperative. Important material is covered each class period and it is crucial that you attend all sessions.
3. ***More than 4 absences will be considered excessive. At four absences in the semester, a warning for excessive absences will be directed to Student Support Services. To avoid being dropped, you must contact the instructor within two days of receiving the warning following your 4th absence.***
3. All students must behave properly and participate positively in the class: making presentations and making thoughtful comments on other's presentations.
4. ***Late assignments will be graded with a 10% penalty to the grade for that assignment. “Incomplete” grades at the end of the semester will be converted to “failing” if the material is not completed by the end of the next scheduled semester. The student MUST discuss the situation with the instructor surrounding the “incomplete” nature of his/her work before an “incomplete” will be given for the course grade.***
5. ***Failure to return any borrowed equipment from this class will result in a failing grade.***
6. In the event of school cancellation, the assignment due dates will be on the next scheduled class session.

7. If you know in advance, that you will have a problem to attend class or complete your assignment, you may notify your instructor in advance to avoid the full penalty. (You are still responsible for your missed class or assignment)

8. Demonstrate respect for fellow students. Do not use improper language and gestures.

Special Commentary about the Mac Lab Use at KCC

Students enrolled in ANIM, GRDE, or Multimedia ART courses will be assigned a Mac User account that enables them to use Mac computers within OHM 203, OHM 205, the Library, or Davidson 102 buildings *for coursework-specific use only*. Students log into a Mac using their KCC ID and Universal Password. Students who have never created a Universal Password at KCC should immediately log in to the KCC Portal on the designated computer using their birthdate as the password (ie, "060281"). They should create their Universal Password when prompted. If a returning student is having trouble logging in or has forgotten the password, that student should proceed to the I.S. help desk in the LRC during posted hours to have the password reset.

ALSO NOTE: Copyright infringement and inappropriately storing copyrighted materials (ie illegally downloaded music, video, or software from programs such as iTunes) on KCC Mac servers is *strictly forbidden*. Furthermore, no storage of downloaded files for personal use will be permitted (note the KCC Acceptable Use Policy –AUP– currently includes the following language: “Users storing materials copyrighted by others on College computer systems or displaying those materials through College web pages must comply with copyright laws and guidelines. Abusers are subject to sanctions as outlined in the Violations section.”)

UNDERSTAND that in order to use some of the sound editing functions for our animation program, we have to have STRICT ADHERENCE to these guidelines, otherwise many standard functions on our Mac stations will be disabled. Understand that every website you visit and every download you perform is monitored and recorded by the college, specifically linked to your log in and user ID. This is why it is IMPORTANT TO LOG OFF AT THE END OF EACH CLASS SESSION. Someone else could play havoc at your station, and you’d be stuck with the consequences!

About Digital Tablets in this Course

We are incredibly fortunate to have as part of this class the use of digital tablets, and not low-end varieties, either. These are expensive pieces of equipment and will be signed out to each student at the start of class and signed back in at the end of class. DON’T EVEN ASK TO ‘BORROW’ ONE. Be especially careful to return the stylus for each tablet at the end of the class (a replacement stylus is \$60).

If you want a digital tablet of your own, KCC has made arrangements with Moving Image downtown in Battle Creek for a slightly discounted price on a Wacom 4x5 version, running about \$100, that you can buy. Once you have grown used to drawing with a digital tablet, you’ll never mess with a mouse again.

Failure to return a digital tablet is grounds for failing this course.

Help with your Course work

Students are strongly encouraged to contact me for additional help. I haven’t any specific office hours (I haven’t even an office!), but can be reached for assistance via phone or email; appointments can be arranged for mutually compatible schedules. The college can also arrange individual tutoring for students at student center. You are the essential part of a creative art community at KCC.

Disclaimer:

Information contained in this syllabus was, to the best knowledge of the instructor, considered correct and complete when distributed for use at the beginning of the semester. However, this syllabus should not be considered a contract between Kellogg Community College and any student, nor between the instructor and any student. The instructor reserves the right, acting within the policies and procedures of KCC, to make changes in the course content, instructional techniques and course assignments without notice.

Kellogg Community College Academic Integrity Statement:

The Kellogg Community College policy on Academic Integrity is spelled out in the student handbook. If it is suspected that you are cheating, fabricating, facilitating academic dishonesty, or plagiarizing, there may be serious consequences. The incident will be documented and may be reported to the academic chair and/or program director for possible disciplinary actions up to and including course, program, or college expulsion.

Kellogg Community College Americans with Disabilities Act and Section 504 Statement:

Kellogg Community College does not discriminate in the admission or treatment of students on the basis of disability. KCC is committed to compliance with the Americans with Disabilities Act and Section 504 of the Rehabilitation Act.

Student email

All KCC students are provided with email accounts through the college server. You will be responsible for checking your KCC email regularly and should be prepared to use KCC email as part of student-college interaction. For email account information, check the web at www.kellogg.edu

CELL PHONES AND PAGERS

Cell phones and pagers must be OFF during the class. If you MUST take or return an EMERGENCY call, please go out into the hall to do so.

FOOD AND DRINK IN COMPUTER LABS:

Covered drinks and packaged snacks are allowed in the computer lab. However, specific restrictions are in place on full meals (ie hamburgers with a side of fries) and pizza in the lab. If you have skipped your dinner to come to class, please wait until a break for mass caloric intakes that should be eaten in the student commons.

REQUIRED TEXT and SUPPLIES:

Main Text: *The Animator's Survival Kit*, by Richard Williams

Suggested text- and workbooks:

Flash MX in Easy Steps, by Nick Vandome, available from Barnes and Noble or online

Cartoon Animation, by Preston Blair, from Michaels, Barnes and Noble, or online

Maya Foundation, Alias Publications

The Animation Book, by Kit Laybourne, 2nd edition, Crown Publishers, or *Animation, the Whole Story*, by Howard Beckerman

Your Career in Animation, by David Levy

Software: FLASH8, MAYA8, Photoshop, Image Ready, Frame Thief, all pre-loaded on computers in the Mac lab

Sketchbook

Pencils and Paper

Blank CD-Rs or Memory Sticks for backup of your work

Other resources will be introduced and provided as the semester progresses.

Content Outline – see attached grid

EXAMPLES OF GUIDELINES FOR PROJECTS

I. "Anijam" Projects

For this project, we will work together to create a group animation: a seamless metamorphosis of drawn animation called "Anijam."

A. Using a provided *.fla file, you will create brief animated bits to go with insanely brief sound effects. This is one of the class projects.

B. Development of characters, storyline, storyboards, and animation for a 2 minute provided *.fla file with the soundtrack of "Omaha, Nebraska."

C. Motion Painting. Using a provided *.fla file, you will create a 1-2 minute abstraction adding image upon image to a provided graphic. The individual files will be merged to create a film representing the entire class's work

D. A group storyboard exercise for animation to be posted on the Battle Creek *Enquirer* website this semester.

2. Creating a bounce – Use a bouncing ball to demonstrate squash and stretch, easing in and easing out, acceleration and deceleration.

3. Walk Cycle Using a character of your own design, demonstrate an understanding of a smooth walk cycle. This cycle should be at least 8 drawings in length. Then introduce some personality to the walk– a lope, a limp, a strut – to “flesh out” the character. Again, feel free to demonstrate squash and stretch, paired movement, etc.

Other School Information:

Tuition Refund maybe granted up until 1/10 of semester completion

Course withdrawal, administrative withdrawal, and change to / from audit status are allowed through 7/8th of the course duration. 14 weeks into course (More detailed information available from customer center.)

Student registered for this class have access to web / Internet is available along with an e-mail account at the customer center.

The Learning Resource Center (Library) is available for all the students taking this class. The center is a participant in the On-line Library Computer Center and interlibrary loan programs to obtain information that the college dose not own. Student also can use the materials in other Michigan libraries by participating in the states Mich. Card library access program available at the LRC.

Student ID cards can be obtained at customer center to use any school facilities.

Dean’s List: Full time students who have earned a grade point average of 3.5 or higher in each session will be recognized as 3.50~ 3.89 High Honors, 3.9~4.00 Highest Honors.

KCC Academic Excellence Award, Scholarships, Financial Aid, Federal Programs, State of Michigan Programs, Honors Program and College Employment Program Information are available at the student center.

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