

Kellogg Community College
ANIM236: Advanced Animation Techniques (2D and 3D)
Jim Middleton, Instructor
email: or
phone: 269-963-4945
Syllabus for Spring semester 2005

I. **Office Hours** – none scheduled – I am generally available at the phone number above or by email (although please do not call after 10pm, for the sake of coherency)

II. **Course Description and Objectives**– Pre-requisites: ANIM235 or instructor approval
This course will make use of all techniques presented in previous 2D and 3D courses in animation at KCC, with the addition of advanced techniques in character design and development, motion studies, and personality development through walk cycles.

III. **Course Length and Meeting Time**
General meeting times will be Tuesday evening, from 5:30-8:20pm, with other times as scheduled to monitor student progress. Given the size of this particular session, much of the work in ANIM235 for Spring 2005 will be independent study.

ANIM	236	Advanced Animation	3credits	96hours
Class meets: Tuesdays, OHM Rm305, 5:30-8:20pm, other times by appointment				

IV. **Suggested Texts, readings, and supplies**
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
Suggested: *The Animation Book*, by Kit Laybourne, 2nd edition, Crown Publishers, or *Animation, the Whole Story*, by Howard Beckerman
Strongly recommended: *The Animator's Survival Kit*, by Richard Williams
Software: FLASH, MAYA6, Photoshop, Image Ready, all loaded on computers in the Mac lab
Sketchbook
Pencils and Paper
Blank CDs–lots of blank CDs
Other resources will be introduced and provided as the semester progresses.

V. **Attendance Requirements**
This course is seminar-based, meaning, it will meet for the purpose of evaluating student progress on assignments and projects, with the instructor providing input and guidance. Specific attendance will not be taken; however, if the student is unable to make it to a scheduled evaluation, that student must contact the instructor for rescheduling.

VI. **Derivation of Grade**
The grade will be determined by the successful completion of several projects, including but not limited to, storyboarding, character design, production design, sound integration, post production editing, and DVD development.

<u>Project</u>	<u>Percentage</u>
Storyboard	15%
Character design and development	15%
Soundtrack development and design	10%
Integration of sound and image	10%
Animation Production	30%
Post production	10%

DVD output

10%

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
5. Effort: Did the student make an effort to accomplish the goal of the assignment?

VII. Grading Scale

<u>Percent</u>	<u>Letter Grade</u>
93-100	A
90-92	A-
87-89	B+
83-86	B
80-82	B-
77-79	C+
72-76	C
70-71	C-
64-69	D
Below 64	F

VIII. Random Policy Statements

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. After six (6) absences, you may be removed from the course. To avoid being dropped, you must contact the instructor within two days of accumulating your 6th 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.
5. In the event of school cancellation, the assignment due dates will be on the next scheduled class session.
6. 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)
7. Demonstrate respect for fellow students. Do not use improper language and gestures.

8. 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.

IX. 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 Kellogg Community College, to make changes in course content or instructional techniques without notice or obligation.

X. 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.

XI. 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.

XII. 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

XIII. CELL PHONES AND PAGERS

Cel 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. Your instructor is certain that cel phones contribute to brain cancer, and you need every cerebral cell possible to concentrate on the wonderful and glorious subject of animation.

XIV. Teaching Methods

Lectures, reading assignments, and multimedia presentations will be used to provide the attendee with the information to succeed in this course.

XV. Course Goals

By the completion of this class, the student shall

1. Develop a story board with emphasis on scenic breakdown
2. Create a character that can demonstrate the classic movements of walk, stretch, and articulated movement
3. Demonstrate the effect that lighting can have on scenic composition for animation
4. Render a completed animation project demonstrating advanced skills in the technique

XVI. Proposed Semester Schedule, Spring 2005

<u>Week/Date</u>	<u>Topic and Projects</u>
1. January 11	Orientation and Examination of Hardware/Software issues
2. January 18	Storyboard development and reworking
3. January 25	Character Development and Advanced Walk Cycles (bring paper)
4. February 1	Soundtrack conversion to useful formats
5. February 8	Facial expression in animation
6. February 15	Production time—progress evaluation
7. February 22	Production time—progress evaluation
8. March 1	Production time—progress evaluation
9. March 8	Pencil testing and pre-production review of progress
10. March 15	Production time—progress evaluation
11. March 22	Field trip
12. March 29	Post-production and pre-break progress evaluation
13. April 5	Spring Break April 4-8, 2005
14. April 12	Lip synch and editing techniques
15. April 19	Primary project completion date

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| 16. April 26 | Review of techniques |
| 17. May 3 | Lab file backup and duplication |
| 18. May 10 | Grades due |

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 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.

INSTRUCTOR: Jim Middleton

HOME / (269) 963-4945 (no calls after 10pm, please!)

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Website: animatingapothecary.com