

**2D Animation**  
**ART 3062/Fall 2007/3 credits**  
**Lectures: Wednesday 9:00-11:50**  
**Brownson Wing 12**

**Instructor:** Christine Dehne

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**Office Hours:** Tuesday 11:00 – 1:00, Friday 9:30 – 10:30

**Office Location:** Tenney Hall Room 4-5

**Online Information:** <http://blackboard.mville.edu/>

**Course Description**

This course will discuss animation as an art form. The illusion of motion, life and action will be studied through flip books, cell animation and the latest software. Focusing on artistic excellence, students will use Adobe PhotoShop, Adobe Illustrator, Final Cut Pro, Adobe ImageReady, Audacity, and Macromedia Flash to experiment with type, character and image animation. Students will also learn basic audio recording and editing techniques. *Prerequisite: Computer Graphics I.*

**Course/Learning Objectives**

1. Students will learn the basic concepts of animation and be able to define basic terminology.
2. Upon completion each student will have produced exercises as well as a final project in animation. These exercises may be retained by the student in digital form.
3. Each student will have developed a clear understanding of the basic animation techniques and concepts covered in the films and projects viewed in class.
4. Each student will have practical experience using Adobe Photoshop, Adobe Illustrator, and Flash.
5. Each student will be skilled enough to take on the production of their own animation and be eligible for Intermediate level Animation courses.
6. Students will develop active, critical listening and assessment skills by participating in classroom discussions and through the completion of projects.

**Recommended Books are on reserve in the library:**

The Visual Story, Bruce Block, Focal Press, ISBN 0240804678

Setting Up Your Shots, Jeremy Vineyard, Michael Weise Productions, ISBN 0941188736

The Five C's of Cinematography, Joseph Mascelli, Silman-James Press, ISBN 187950541x

The Filmmaker's Handbook, Steven Ascher & Edward Pincus, Plume, ISBN 0452279577

**Materials**

- Sketchbook/notebook. This is yours to keep, but will be used as your place to think and process your work and will be looked at by the teacher.
- Some reliable method of backup A USB jump/thumb drive and/or several CD-R/DVD-R discs

## **Equipment and Facilities**

- Students have lab access to the lab during hours when there are not classes scheduled, as well as on the weekend.
- There are a few digital cameras and video cameras available at the library for you to check out. The check out period is 1 day.
- Students are responsible for backing up all of their work – no excuses for lost or damaged work.

## **Assignments**

In this semester we will complete a series of short exercises that lead towards a short final project. In Studio classes you must learn to develop concept and technique simultaneously. Concept is always very important, but you will also be expected to develop an awareness of technical and practical issues, as well as several avenues to troubleshoot these concerns.

The weekly assignments are designed so they can be accomplished if you put in focused effort on a weekly basis. This work requires you to be in the studio and to have attended the class preparing you for the work. The series of exercises are to introduce you to basic concepts and skills that can be applied in a more studied and personal form to the final project. The final project will take place during the last portion of the semester, with work being applied weekly both in and out of class. Topics covered include drawing, pixilation, looping and metamorphosis, the walk cycle, storyboarding and film language, character development, sound design, as well as an introduction to some computer programs used in 2D animation.

## **Assignment Grading**

Animation takes a huge amount of work and effort. It is assumed that all members of the class will put in the time and effort to complete the assignments well. Project grades are based on the technical and aesthetic merit of your work and your creativity and content

A = MASTERY of the topic. Exceptional thought, creativity and extra effort have been applied; great understanding and application of concepts; all requirements are fulfilled.

B = Very good creativity and effort; all requirements are fulfilled.

C = Average effort; all requirements are fulfilled; or one requirement NOT fulfilled.

D = Poor effort and/or more than two requirements are NOT fulfilled.

F = Not turned in; or, no attention to requirements, no effort.

## **Work In Progress**

We will be spending significant time discussing works in progress in this class. There are special designated times for this denoted on the syllabus. These are not finished pieces but works in progress. Works in Progress are not graded. You can lose points however for not having a WIP for the class to discuss.

## **Late Work**

Late work will be marked down. You will use a full letter grade for each week the project is late.

### **Attendance/Class Participation Grading**

**Attendance is mandatory. More than one unexcused absence will lower your grade.** Make sure to contact me if you are going to be absent. This class meets 15 times (not counting the final). Absence is not an excuse for coming to the next class unprepared. You must contact a classmate or the Professor to find out what you missed. Habitual lateness will also reduce your grade.

This is a class where students are expected to show both complete and trial cuts of their own work to the class. Thoughtful feedback is essential to improving your work and the work of your fellow classmates. I will be grading your participation based on how helpful I think your comments or questions are to addressing relevant concerns of the work at hand. I will be taking notes on this throughout the semester. Failure to participate in discussions and critiques will affect your semester grade.

### **Course Grades**

Course grades reflect your growth, assignment completion, contributions to class discussions and critiques, and attendance.

Attendance/Participation:	30%
Projects and Exercises	70%

### **Disability Statement**

If you believe that you have a disability that may warrant accommodations in this class, I urge you to notify me immediately so that together we can work to develop methods of addressing needed accommodations in this class. You also must contact the Academic Dean's office.

### **Academic Misconduct**

Plagiarism, cheating and other forms of academic dishonesty are prohibited. Students guilty of academic misconduct either directly or indirectly through participation or assistance, are immediately responsible to the instructor of the class. In addition to other possible disciplinary sanctions that may be imposed through the regular instructional procedures as a result of academic misconduct, the instructor has the authority to assign an F or a zero in the course.

### **Class Rules**

1. All cell phones, beepers, text messaging and the like must be turned **OFF**.
2. Students are required to complete readings to prepare for the next class.
3. No disrespect of any kind, toward any one will be tolerated.
4. Oral participation and hands-on project participation in class is mandatory and counts toward your attendance/participation grade and project grades.
5. No food, drinking, or smoking in the facilities.
6. All equipment must be returned to its proper place and computers shut down before you leave the facilities.

**Course Schedule** (may be revised, with warning, throughout semester)

**August 29 – class 1**

Introduction to class and to one another  
Syllabus review and course expectations  
View brief examples of possible applications of animation  
Optical Toys: Zoetrope, Praxinoscope + Stroboscope Animation  
Basics of Photoshop and ImageReady  
Introduction to Eadweard Muybridge and Animal Locomotion

*For next class:*

Find an animation that entertains you and bring it to class next week  
Choose 3 Muybridge sequences to work with and begin preparing images for animation  
Begin brainstorming about your own project ideas and be ready to discuss in class next week

**September 5 – class 2**

Discussion of animations brought by students  
Finish Muybridge sequences  
Basics of animation 1: timing, movement and perception; loops and metamorphoses.

*For next class:*

Develop a proposal for your Project. Who are the “characters”/What is the “story”?  
Begin sketching for your Project  
Find an animation that entertains you and bring it to class next week

**September 12 – class 3**

Discussion of animations brought by students  
Discussion of sketches brought in by students  
Basics of animation 2: bounce, weight, timing, squash and stretch, follow-through  
Drawing on Paper and in Photoshop

*For next class:*

Create a short animation of a bouncing object with a follow through in ImageReady  
Continue sketching for your Project. What do your characters/objects look like when they move?

**September 19 – class 4**

Discuss/critique homework  
Intro to Flash – Interface, settings, drawing, etc.  
Character Development – animating a word

*For next class:*

Work on your animated word

**September 26 – class 5**

Discuss/critique homework  
Metamorphosis exercise in class using Flash

*For next class:*

Complete metamorphosis exercise from class  
Begin combining idea of animated text and metamorphosis  
Find an animation that entertains you and bring it to class next week

**October 3 – class 6**

Foley Sound  
Audacity, audio editing and recording  
Critique/discussion of homework

*For next class:*

Create a soundtrack for any of the exercises you've created so far  
Keep working on your Project!

**October 10 – class 7**

Critique/discussion of audio projects  
The Walk Cycle – process and planning  
Introduction to Final Cut Pro  
Creating an environment

*For next class:*

Develop ideas for backgrounds for your Project  
Create a Walk Cycle (character of your choice) in Flash, FCP, or ImageReady. Include a soundtrack.

**October 17 – class 8**

Discuss/critique homework  
Balinese shadow puppets  
Pixilation

*For next class:*

Complete pixilation exercise  
Firm up your project ideas and be ready to discuss them next class

**October 24 – class 9**

Discuss/critique homework  
Work on Projects in class

*For next class:*

Continue work on Project

**October 31 – class 10**

Discuss/critique homework  
Work on Projects in class

*For next class:*

Continue work on Project

**November 7 – class 11**

Discuss/critique homework  
Work on Projects in class

*For next class:*

Continue work on Project

**November 14 – class 12**

Discuss/critique homework  
Work on Projects in class

*For next class:*

Continue work on Project

**November 21 – no class**

**November 28 – class 13**

Discuss/critique homework  
Work on Projects in class

*For next class:*

Finish Project

**December 5 – class 14**

**Final Project due - critique**