

SYLLABUS | 2D Animation II CA253

COURSE DESCRIPTION

Student will study advanced timing and weight through a series of projects designed to demonstrate the principles of animation. Issues such as keyframing, in-betweening and cycling will be addressed and reinforced.

COURSE LENGTH Weeks: 11. Hours: 44. Credit Hours: 3. Expected time required outside of class 6 to 10 hours per week

INSTRUCTOR Kathy Kelley. kskelley@aii.edu. Class website: <http://ksk122.aisites.com>

E-mail: it is the most effective communication with me outside of class. I will also use it to communicate with you, so please check regularly. I will respond as soon as possible.

MEETING DAY & TIME Tuesday 1:00-5:00 p.m. Room 510

COURSE OBJECTIVES

Apply twelve principles of animation to each project: squash and stretch, anticipation, appeal, staging, exaggeration, arcs, solid drawing, slow in/slow out, secondary action, follow through/overlapping action, straight ahead/pose to pose, **timing and weight**.

1. use text to create animated titles
2. create objects and move them along a time line
3. import images from other applications and animate them
4. morph 2d objects along a motion path
5. use color pallets appropriate for the final output medium
6. manage transitions between color pallets in 8 bit documents
7. create looping animation sequences
8. export single images and animated sequences from animation program to other applications
9. combine two or more animations into one document
10. work from a storyboard to create an animated sequence
11. apply various masking effects to animated images

REQUIRED TEXT

Macromedia Flash 8 Bible by Robert Reinhardt and Snow Dowd. ISBN 0471746762

The Animator's Survival Kit by Richard Williams. ISBN 0571202284.

SUPPLIES

2 CD-R	2 CD Jewel Cases	CD Labels
Sketchbook	Notebook	Portable storage device (ie USB microdrive)

Bring notebook, sketchbook, current project files, and portable storage device EVERY WEEK. At the end of each class, you will save your daily activities . Make multiple backups of your work. Do not use the portable storage device alone. Backup files on home computer or alternate source. Microdrives can become unstable. **SAVE EARLY AND SAVE OFTEN!** It is your responsibility to make several back-up copies of your projects and exercises.

TEST POLICIES NO MAKEUPS for quizzes or exams will be given.

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EVALUATION

Each assignment will be evaluated based on concept development, visualization of idea, technical craft and fulfillment of criteria

10%	Character (drawing)
10%	Timing and Weight Exercise (simple animation)
15%	Walk/Run Cycle Model Sheets for 3 fable characters (multiscene movieclip animations)
15%	Phoneme Model Sheet for main fable character (animation and sound)
10%	Fable Storyboard/Timing Sheets
25%	Animated Story (multiple level, sound, interactive narrative)
10%	Midterm Exam
5%	Class Participation and/or Quizzes

All projects have to be original and created by the student. Failure to follow this guideline will result in failure of the class.

94-100 = A	90-93 = A-	87-89 = B+	84-86 = B	80-83 = B-
77-79 = C+	74-76 = C	70-73 = C-	60-69 = D	0-59 = F

Assignments will be evaluated for accuracy, craftsmanship, creativity, and the application of the 12 principles of animation covered in the course objectives. **NO LATE WORK WILL BE ACCEPTED!** You must complete all the projects set forth for this class in order to pass the class. If you are missing an assignment you will not pass the class.

In general, if all the requirements are simply fulfilled, a student may expect to receive an average passing grade of **C**.

ATTENDANCE DO NOT MISS. THREE ABSENCES = TERMINATION FROM COURSE. NO EXCEPTIONS!

Roll is taken at the beginning and end of class. If you are not present when roll is called, then you are absent. Students who arrive late or leave early will be marked ½ day absent. If you miss a class, it will be very difficult to catch up. It is the student's responsibility to get notes from classmates for any classes missed.

STUDENT WORK

DEADLINES are real. Failure to submit a project will result in that project receiving zero (0) points. Students are required to turn in all assignments in order to qualify to pass the class. Work is due at the beginning of class when roll is called. If you must have the Technical Support Center print a copy you must take care of this BEFORE class, in time to make the deadline. This is part of your responsibility.

All work produced in this course must be original and created by the student. It is okay to work with other students or tutors when you are learning a new computer program, but assignments you hand in must be entirely your own work. Sitting beside another student while they do the input does not constitute your own work. No copying of ideas, characters or scripts from other students, the Internet, tutorials, etc. To create your own ideas from various influences is fine; to rearrange an existing idea specifically is stealing from its creator. Passing off someone else's work as your own will result in a failing grade for that project. Also any sort of cheating, talking, or sharing of information during an exam will result in a failing grade for the exam.

Leave your cell phone in your car or turn it off!

STUDENTS WITH SPECIAL NEEDS

Students with disabilities who have a letter from the Dean of Student Affairs approving a reasonable accommodation should inform the instructor in private of the approved accommodation by completion of the first class or as soon thereafter as approved by the Dean of Student Affairs. Accommodations are only effective once the faculty member receives the letter. Any resulting class performance that may arise for those who do not identify their needs should not expect any special consideration.

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WEEK 1 | INTRODUCTION & IMAGE CREATION

FOCUS: Introduction to course. Review 12 principles of animation. Discuss Projects for the coming semester. Intro to the Flash interface. Working with stage, timeline, and layers. Working with layers and layer folders. Using the drawing tools. Using object and merge drawing. Working with the color panels. Grouping and breaking apart objects.

HOMEWORK: READ *Bible* – Chapter 4 Interface (pgs 61-73, 77-79, 83-86) SKIM
Chapter 5 Drawing (pgs 111-159)
Chapter 9 Modifying artwork (pgs 267-273, 299-300) SKIM
REVIEW *Animator's Survival Kit* – pgs 35-45
Review for Quiz #1
Expressive character in multiple environments created in Flash

WEEK 2 | SIMPLE ANIMATION

DUE: Color printout of character in environments and Flash files (.fla and .swf).

FOCUS: Importing bitmap graphics. Importing vector graphics. Intro to graphic symbols. Animation concepts. Creating and editing keyframes. Frame-by-frame animation. Creating shape tweens. Creating motion tweens. Introduce final project.

HOMEWORK: Choose fable for final project
READ *Bible* – Chapter 6 Symbols (pgs 171-174, Defining Content Types)
Chapter 11 Timeline Animation (pgs 325-333, 340-345)
Chapter 10 Animation strategies SKIM
REVIEW *Animator's Survival Kit* – pgs 46-99
Weight and Timing Character Animations
Review for Quiz #2

WEEK 3 | ANIMATION & CONCEPTS OF REUSABLE OBJECTS

DUE: Weight and Timing Character Animations (.fla and .swf)
Submit fable (typed) in Word document

FOCUS: Using motion guides and masks. Creating shape tweens (shape hints). Creating graphic symbols. Animating type.

HOMEWORK: READ *Bible* – Chapter 6 Symbols (pgs 161-202)
Chapter 9 Modifying artwork (267-291, 299-300)
Chapter 13 Layer types (401-421)
REVIEW *Animator's Survival Kit* – pgs 256-303, 320-326
Develop visual concept for three characters in fable. Write paragraph description for each character and create a sketch for each character.

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WEEK 4 | MOVIECLIP SYMBOLS

- DUE: Sketches of three characters. Paragraph description for each main character.
- FOCUS: Creating and using movie clip symbols. Organizing a movie clip timeline. Creating and using buttons. Using frame labels. Creating multiscene movies.
- HOMEWORK: READ *Bible* – Chapter 6 Symbols (pgs 161-202)
Chapter 11 Animation (351-363)
Chapter 14 Character Animation (432-435 walk cycle, 436-440 model sheets)
REVIEW *Animator's Survival Kit* – pgs 102-175
Walk/Run Model Sheet (3) Animations
Fable storyboard development (15-20 sketches)
Bring mirror
Prepare for midterm exam

WEEK 5 | AUDIO

- DUE: Midterm exam. Walk/Run Cycle Model sheets (.fla and .swf) files. Bring mirror.
- FOCUS: Adding sound to frames and symbols. Playing and muting sounds.
- HOMEWORK: READ *Bible* – Chapter 14 Character Animation (432-435 walk cycle, 436-440 model sheets)
REVIEW *Animator's Survival Kit* – pgs 304-319
Phoneme Model Sheet
Refine fable storyboard

WEEK 6 | ACTIONSCRIPTING

- DUE: Phoneme Model sheet (.fla and .swf)
- FOCUS: Using actions to control a timeline. Using frame labels. Creating button symbols. Creating animated buttons using movie clips.
- HOMEWORK: READ *Bible* – Chapter 6 Symbols (pgs 161-202)
Chapter 15 Sound (pgs 461-467, 470-477, 489-493)
Finalize storyboard

WEEK 7 | ADVANCED ANIMATION METHODS

- DUE: Final project storyboard
- FOCUS: Creating movies playing within movies (movie clips and .swf). Controlling multiple timelines (movies) through actionscripting. Critique storyboards.
- HOMEWORK: READ *Bible* – Chapter 18 Actionscripting (pgs 621-639)
Chapter 19 Controlling movieclips (pgs 653-665,
Create characters and environments for fable, scene 1.

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WEEK 8 | STREAMLINING FILES FOR USE ON THE WEB, PUBLISHING FILES TO THE INTERNET & PRELOADERS

- DUE: Final project has all environments laid out in Flash (.fla)
- FOCUS: Preloaders. Controlling sound with script. Exploring types of output.
Work on final project in class.
- HOMEWORK: READ *Bible* – Chapter 21 Publishing Movies (pgs 704-711)
Create preloader and place before scene 1. Refine scene 1. Complete scenes 2-4.

WEEK 9 | WORKDAY PLUS MORE ON STREAMLINING

- DUE: Final project to date (.fla)
- FOCUS: Work on final project in class
- HOMEWORK: READ *Bible* – Chapter 21 Publishing Movies (pgs 704-738)
Animate final project

WEEK 10 | WORKDAY PLUS VIDEO

- DUE: Final project has all characters in flash (.fla)
- FOCUS: Importing video. Publishing demo (video) reels on web.
Publishing and exporting files. Trouble shooting sites.
Creating preloader.
Work on final project in class.
- HOMEWORK: READ *Bible* – Chapter 23 Publishing Movies (pgs 771-786)
Fine tune final project
Create CD packaging and label. Create 2 CDs with all files. Post animation to the web.

WEEK 11 | FINAL PROJECT DUE

- DUE: Presentation of final projects.
- HOMEWORK: READ *Bible* – Chapter 17 Video (for publishing demo reel on web (pga 545-616)

NOTE Any and all information in the course syllabus or course calendar is to subject to change at the instructor's discretion.
Written revisions of course materials will be posted on website as necessary.