

CSAT 3340: ADVANCED ANIMATION

11am–12.15pm, Tuesday and Thursday | August 24–December 10, 2015 | Room BAB 302, Sul Ross State University
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Office Hours: MTWR, 12.20-1.55pm, and by appointment

Course Introduction

This class is a continuation of *CSAT 2312: Introduction to Animation* where you will further develop your animation skills through class projects, animation examples, guidance and instruction. Animations will be drawn using Wacom Intuos tablets and animated in *Toon Boom Animate*. The skills you develop over the semester will go towards the creation of a 15-second animation of your own choosing.

Learning Objectives

During this semester you will:

- Continue learning key concepts of animation through many projects and examples
- Understand how to add life and character to your creations
- Gain knowledge of how to use *Toon Boom Animate* to animate digitally

Grading and Evaluation

Grading will be based on nine class projects, attendance and participation in discussions and critiques, and a final animation. All assignments will be evaluated for effort, execution, and presentation.

Each of the projects will be graded on a scale from 0-100%. No extra credit projects will be offered.

Please note that work submitted **no later** than the beginning of class, the day of the deadline, will be graded. **Any work submitted *one minute* past the beginning of class will be awarded a zero. There are no exceptions to this rule.**

Your final class grade will consist of:

- Nine projects : 60%
- Book Quiz : 5%
- Attendance and participation : 20%
- Final Project : 15%

Materials and Text

- *The Animator's Survival Kit* – choose one version below
 - iPad edition - <https://itunes.apple.com/us/app/the-animators-survival-kit/id627438690?mt=8>
 - Print edition - *The Animator's Survival Kit-Revised Edition* by Richard Williams. ISBN: 086547897X
- 4GB (at least) jump/flash drive
- A working pair of headphones with a standard audio jack

You must have your textbook in class by the date listed in the syllabus as we will have a book quiz that day. I highly recommend the iPad edition of *The Animator's Survival Kit—Expanded edition*. While a little more expensive, it includes many animated examples that will allow you to more easily understand the concepts in the book. The physical copy of the book should be available from the Sul Ross bookstore or can be bought from an online store, such as www.amazon.com.

A jump-drive is essential for saving your work but you are also expected to back up your projects to another location, such as at a free service like www.dropbox.com or www.google.com/drive. Not submitting a project

because you lost your jump-drive or some other technical difficulty will not be accepted as an excuse and will earn you a zero for that project.

Software and hardware availability

Toon Boom Animate is the software we will be using for the semester, which is available on the computers in BAB 302.

Email

You are expected to check your email **daily**. I will occasionally send important messages about the course via Blackboard. Ensure you check the email account that is connected to your Blackboard account.

Rules and expectations

Attendance is **compulsory**. If you must miss a class for a school-related activity, the absence must be discussed (and arrangements made regarding coursework) **prior to the absence**. If you must miss a class for an emergency or illness, please contact me **by email or phone as soon as possible**. Six (6) absences result in you being dropped from the course with a grade of “F” as per Sul Ross State University policy. Five (5) unexcused absences will result in a zero for your attendance and participation grade. Arriving to class **on time** is also essential – **arriving late more than two times will be counted as one absence. Lateness is considered 15 minutes after the beginning of class.**

Below is a guide to how much each absence impacts your attendance and participation grade.

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|---------------------------------|------|--------------------------------|--------|
| • One (1) unexcused absence: | -20% | • Four (4) unexcused absences: | -80% |
| • Two (2) unexcused absences: | -40% | • Five (5) unexcused absences: | - 100% |
| • Three (3) unexcused absences: | -60% | • Six (6) unexcused absences: | FAIL |

No cell phone usage. No social-networking websites. No instant-messaging. No checking personal emails. Headphones and earbuds are allowable **ONLY** when you are working, but not when the professor or a fellow student is speaking. **Doing any of these, or anything I consider disruptive to the class, will drastically drop your attendance and participation grade. You may be also asked to leave the class and will be marked absent for that day.**

Late work will not be accepted.

Plagiarizing, cheating, or any other dishonest behavior in the classroom will not be tolerated. Rules and regulations regarding plagiarism, dishonesty, and other issues concerning classroom participation can be found in University Rules and Regulations and Student Handbook. This course will abide by these established policies. A student found to be engaging in these activities will be penalized to the full extent of Sul Ross State University policy.

ADA Needs

It is Sul Ross State University policy to provide reasonable accommodations to students with disabilities. If a student would like to request such accommodations because of a physical, mental, or learning disability, please contact the ADA Coordinator Grace Petty in the Ferguson Hall, room 112 or call (432) 837-8691. Please relate all requests for special accommodations to the instructor by the third class period.

Please note that this syllabus is subject to change.

COURSE SCHEDULE

WEEK ONE

- Aug 25 (T): Class introduction and syllabus review.
Viewing of animations.
- Aug 27 (R): Project #1: **Two Looping Ball Bounces**

WEEK TWO

- Sept 1 (T): **BOOK QUIZ – please have your book or app in class today.**
Project #2: **S and C Curves**
HOMEWORK - Project #3a: **Brainstorming**
- Sept 3 (R): Continue working on projects #1 and 2.

WEEK THREE

- Sept 8 (T): **Due today: Projects #1 (Ball Bounce), #2 (S and C Curves), and #3a (Brainstorming).**
Project #3b: **Two Storyboards**
- Sept 10 (R): Continue working on Project #3b
HOMEWORK: Read pp 304-314 from textbook, or the following from the app: **Chapter 13: Dialogue**
Note: You will need headphones for the next class.

WEEK FOUR

- Sept 15 (T): PLEASE ARRIVE IN CLASS WITH HEADPHONES
Due today: Project #3b (Storyboards).
Project #4: **Lip-synching**
- Sept 17 (R): Continue working on Project #4
HOMEWORK: Read **pp327-332** and **352-360** from textbook, or the following from the app: **Chapter 13: Animal Action** and **Chapter 17: Expanded Edition (Animal Flexibility, Action on a Running Dog, How does a horse really walk – Birds)**

WEEK FIVE

- Sept 22 (T): **Due today: Project #4 (Lip-synching)**
Project #5: **Animal Walks**
- Sept 24 (R): Continue working on Project #5
HOMEWORK: Read **pp102-175** from textbook, or the following from the app: **Chapter 6:**

Walks (*note that this is a long chapter*)

WEEK SIX

Sept 29 (T): **Due today: Project #5 (Animal Walks)**
Project #6: **Walking with an emotion**

Oct 1 (R): Continue working on Project #6.

WEEK SEVEN

Oct 6 (T): **Due today: Project #6 (Walking with an emotion)**
Project #7 : **Character jumping up and down**

Oct 8 (R): Continue working on Project #7.

WEEK EIGHT

Oct 13 (T): **Due today: Project #7 (Character jumping up and down)**
Project #8: **Character lifting a heavy object**

Oct 15 (R): Continue working on Project #8.

WEEK NINE

Oct 20 (T): Continue working on Project #8.

Oct 22 (R): **Due today: Project #8 (Character lifting a heavy object)**
Project #9 : **Flour Sack**

WEEK TEN

Oct 27 (T): Continue working on Project #9.

Oct 29 (R): Continue working on Project #9.

WEEK ELEVEN

Nov 3 (T): **Due today: Project #9 (Flour Sack)**
Final Project – 15-second animation

Nov 5 (R): Continue working on your final project.

WEEK TWELVE

Nov 10 (T): Final project W.I.P. #1 screening

Nov 12 (R): Continue working on your final project.

WEEK THIRTEEN

Nov 17 (T): Final project W.I.P. #2 screening

Nov 19 (R): Continue working on your final project.

WEEK FOURTEEN

Nov 24 (T): Final project W.I.P. #3 screening

--- November 25-27: Thanksgiving Break---

WEEK FIFTEEN

Dec 1 (T): Final project W.I.P. #4 screening
Continue working on your final project.
FINAL CLASS DAY

WEEK SIXTEEN

Dec 7-10 (T): Exam will be at 10.15am on Tuesday, December 8.
For the exam we will screen your final project animations.