

DGMA 6403: Advanced Animation

Engineering bldg room 304

Prof. Jeremy Speed Schwartz – Schwarzj@alfredstate.edu

Course description:

This course is a continuation of the sequence of animation, focusing on more in-depth and complex character animation as well as the animation of organic and non-organic shapes. Areas covered in this class include: pre-visualization, advanced character set-up and animation, facial animation, soundtrack synchronization, and advanced animation principles and techniques.

Student Learning Outcomes:

At the end of the course the student will be able to do the following:

- Design and create a series of animation projects using advanced technical and creative principles covered in the class.
- Describe the tools used within the animation industry.
- Employ the creative and technical production principles of animation.
- Create a portfolio of animations personally created in the course, forming the basis for portfolio compilation that will continue throughout the career of the computer artist.

Software used:

Maya 2013+

Adobe Flash (CS 5+)

Adobe After Effects (CS 5+)

Adobe Photoshop (CS 5+)

ToonBoom

Dragonframe

Grading:

Your grade depends heavily on the number of projects you complete throughout the semester. Please refer to the project assignment page for more information. Additionally, you are required to attend 2 lectures or workshops and write responses that demonstrate engagement and critical thinking. Your attendance and participation in critiques and exercises also factor into your grade.

Because grades are not based on a strict point-based system, make sure you are meeting (or exceeding!) all requirements. Official grading reports will be released 3 times throughout the semester, but you may check in on your grade at any time.

Grading Breakdown

Project 1 completion	25%
Project 2 completion	25%
Project 3 completion	15%
Project 4 completion	10%
Lectures and Workshops	5%
Production Journal & Wordpress Posts	10%
Participation and professionalism	10%

Please note that all project grades are all-or-nothing, partial projects will not be considered.

Lectures and Workshops:

Before **May 8th**, you are required to go to 2 lectures or workshops related to this curriculum. After going to an event, post about your experience within **1 week**. Your post should be about 4 paragraphs, and include:

- Where and when the event took place
- What the topic was and who was presenting, relevant information about any Included screenings
- What specifically was the presentation about, what were some points that grabbed you?
- How can you apply the content of the event to your work in DM&A and in this course specifically?

Write-ups should be substantial and specific. Push to find and isolate new information in whatever you see. Write-ups should NOT include:

- Whether you liked or did not like the presentation, whether the work was 'good' or 'bad', etc.
- Overly informal or insulting language

You may have similar assignments for other classes. You may NOT use the same events for different classes.

If you have any questions about these, please ask rather than assume.

Production Journal:

Every week you must post 2 new visual elements made in the process of your production. These may include:

- Sketches, character concepts, design elements
- Turn-arounds of 3D models
- Character textures
- Photographs of physically constructed elements
- Completed elements/renders
- Animation clips (playblast or pencil-test)
- Storyboards (completed, not individual thumbnails)
- Image or animation tests

These may NOT include:

- Research images (visual elements must be generated, not found)
- Video reference
- Iterated elements without substantial change (design iterations, storyboard drafts)
- Elements that are meaningless to the current stage of your production (i.e. character designs during animation, renders prior to lighting)

Your post must also include a written response for each element addressing the following:

- How does this element fit into your current production?
- What choices did you make in the production of this element?
- How well is this element working within your overall design? Why do you think so?

Any post without a new visual element will not be graded.

These journals are due every **Sunday by 8pm**. They will not be accepted late, and must be tagged and categorized appropriately

Category: Writing

Tags: Advanced Animation, [Project Name], Process Journal

Academic Misconduct:

Academic Misconduct will not be tolerated in this class.

All students in attendance at Alfred State College's DMA program are expected to be honorable and to observe standards of conduct appropriate to a community of scholars. The college expects from its students a higher standard of conduct than the minimum required to avoid discipline. All acts of dishonesty in any academic work constitute academic misconduct. This includes—but is not necessarily limited to—the following:

Cheating - using or attempting to use unauthorized materials, information, or study aids in any academic exercise.

Plagiarism - representing the words, ideas, or data of another as one's own in any academic exercise.

Fabrication - unauthorized falsification or invention of any information or citation in an academic exercise.

Aiding or abetting academic dishonesty - intentionally or knowingly helping or attempting to help another student commit an act of academic dishonesty.

Vandalism - A student in this course who intentionally compromises or destroys the work of another student, will be immediately dismissed from the course and receive an "F" as their final grade.

Credit Hours- One credit hour signifies 45 hours of student time. A 3-credit course signifies 135 hours of student involvement over 15 weeks. This means 9 hours a week, about 5 hours outside of class.

For more information:

<http://www.alfredstate.edu/academic-regulations/300-credits-grades-and-indexes>

Principles of Community

As members of Alfred State, we choose to be part of an academic community dedicated to those principles that foster personal and professional integrity, civility, and tolerance.

We strive toward lives of personal integrity and academic excellence – We will encourage in ourselves, and in one another, those responsible actions which lead to lives of productive work, personal enrichment, and useful citizenship in an increasingly interdependent world.

We commit to treat one another with civility – Recognizing that there will be differences of opinion, we will explore these differences in a courteous and forthright manner, always acknowledging individual rights to freedom of expression and association.

We support tolerance – We encourage those of all cultures, orientations, and backgrounds to understand and respect one another in a safe and supporting educational environment.

This set of principles set forth by the College is supported by policies including the Student Code of Conduct and the Policy on Academic Integrity.

Schedule

This schedule is subject to change based on the needs of the class.

Week 1

1/26 – Class Introduction, resources and animation

1/28 – Preproduction Critique

Week 2

2/2 – Designing for animation

2/4 – Character design

Week 3

2/9 – Character design

2/11 – Small Group Critique Day

Week 4

2/16 – Performance and Timing

2/18 – Performance and Timing

Week 5

2/23 – Small Group Critique Day

2/25 – Principles of Animation – Squash & Stretch, Blur and Multiples

Week 6

3/2 – Principles of Animation - Anticipation

3/4 – Principles of Animation – Followthrough & Overlapping Action

Week 7

3/9 - Dialog and sync

3/11 – Small Group Critique Day

Midterm Grades

Spring Break**Week 8**

3/23 – Small Group Critique Day

3/25 – Taste

Week 9

3/30 –Principles of Animation -Staging

4/1 – X-sheets

Week 10

4/6 – Principles of Animation- Straight ahead/Pose to Pose

4/8 – Small Group Critique Day

Week 11

4/13 – Principles of Animation – Arcs

4/15 – Principles of Animation - Secondary Action

Week 12

4/20 – Small Group Critique Day

4/22 – Principles of Animation - Secondary Action

Week 13

4/27 – Festivals - *Showcase Submissions Due*

4/29 – Small Group Critique Day

Week 14

5/4 – Small Group Critique Day

5/6 – Small Group Critique Day

All Lecture/Workshop Responses Due

Week 15

Final Critiques, Screenings

All projects due (posted) by 5/15, 4pm.