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SYLLABUS: ARTC1301, Basic Animation

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Introductions

Welcome to the Kilgore College's Department of Advertising and Graphic Design's Basic Animation Course. In this course we will try to learn the following:

- History and origins of animation
- Timeline
- Inventors, creators, and artists associated with pioneering animation technologies
- Basic traditional animation techniques
- Light-table construction concepts
- Basic computer-based animation techniques
- Produce a series of web-research papers on the foundations of animation and biographical papers on significant animators
- Produce a series of traditional animations using traditional techniques.
- Produce a functional light-table
- Produce a series of computer based animations using a variety of "shareware/freeware" software and other readily available software including Adobe Photoshop, Dreamweaver, and others.
- Time permitting, produce a Macromedia Flash animation

Instructor Information

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Suggested Prerequisite

Familiarity with Macintosh Operating System
Suggest Prerequisite: ARTC 1302 Digital Imaging I

Catalog Course Description

From the 2003/2004 Kilgore college Catalog:

ARTC 1301: Basic Animation

An examination of concepts, characters, and storyboards for basic animation production. Emphasis is on creating movement and expression utilizing traditional or electronically generated image movement. Student must have a passing score on the TASP reading, have completed or have concurrent enrollment in READ 0308. Laboratory fee \$20. Offered infrequently. (5004020000).

Goals and Rationale

This course is designed to provide the student with an introduction to visual animation, and in doing so increase their appreciation of animated efforts both past and present. Projects developed in this course will add to a student's portfolio an element of motion from traditional techniques and from modern computer-based

without prior written consent.

Introduction

A Brief History of Animation
Traditional Animation Tools
Flip-page animation
Cell animation
Stop-motion Animation
Computer Animation Tools
Animation and Text with
sound
Macromedia Flash

Assignments

Initial startup/Email FTP check
Websearch paper
30 frame flip page animation
Gif animation
Title animation
PowerPoint Slideshow with title
animation
Assignment: iMovie title intro
Flash Intro Animation
Flash Web bannerAnimation
30 Sec. Animal Song Animation

techniques. Insights gained through understanding will provide the student with the means to make responsible, informed decisions regarding the quality of animated designs, ads, and motion pictures.

Textbook

In this course we will be using web-based information content, and the required text:

"The Complete Animation Course" by Chris Patmore. Its available from Amazon.com for about \$21.00

Other recommend but not required text:

"The Animator's Workbook" by Tony White. Its available from Amazon.com

"The Animator's Survival Kit: A Manual of Methods, Principles, and Formulas for Classical, Computer, Games, Stop Motion, and Internet Animators" by Richard Williams. Its available from Amazon.com

"The Animation Book: A Complete Guide to Animated Filmmaking-From Flip-Books to Sound Cartoons to 3-D Animation" by Kit Laybourne. Its available from Amazon.com.

Software:

The student will be required to have immediate access to the following software. All software is available for use on the KC AGDT computer lab.

GIF Builder for OSX free download from www.macupdate.com . An alternate for Windows is Ulead's GIF Animator however, the trial version only last for 15 days.

Scanning software, and a reliable scanner. The AGDT Computer Lab has scanners and Adobe Photoshop CS available for use. You will be required to scan your drawings and email them to the instructor.

Policies

Technical Requirements

- Computer availability/access: The student will need a lot of access to a computer with the necessary software installed, and the internet. The Kilgore College Advertising and Graphic Design media lab has computer available on a limited schedule basis. As an online course, expect to spend more time on the computer than a normal on-campus course.
- Macintosh vs. Windows PCs
The Kilgore College AGDT program uses Apple Macintosh computers. Most are G5 systems with some G4's. All software for this course will be presented using the Macintosh platform. If you plan to pursue advertising and graphic design as a career, then investing in a Mac is a good idea. A majority of advertising firms and creative departments use the Mac platform. It is suggested that the student interested in a new computer, purchase a Macintosh computer and required software for the program if he/she intends to seek an AGDT degree.
If you already have a Microsoft Windows-based PC it will be the responsibility of the student to make the necessary conversion from Mac instruction to Windows equivalents. And technical problems and issues will have to be resolved by the student. No Windows technical support will be available. Limited Mac support as it relates to this course will be provided. If you are looking for an inexpensive advertising design machine consider the following: iMac G5's and G4 eMac's are used in the AGDT department lab, these are "all in one" design and have a

good amount of RAM, drive storage and have either DVD-R or CD-RW/DVD ROM drive. [Ebay](#) also sells used Mac computer systems. [Lowendmac.com](#) is a good source for used systems too. Apple computer release a \$500 Mac Mini in the second week of January 2005. If you already have a mouse, keyboard, and monitor, then the Mac Mini is a great way to get into the Macintosh Operating System without spending a lot of money.

- Minimum system requirements
 - 600mhz Power Macintosh G3 or faster [iMacSE]
 - CD-RW drive
 - 128 MB RAM [256 + is better]
 - 20GB hard drive [40GB + is better]
 - Flash Memory Storage, AKA, Pen Drive, AKA Thumbdrive. 256MB or larger.
 - Email account that you check regularly
 - Internet access, prefer broadband, 56K dialup minimum

Study Requirements

- Hours per week will exceed 6 hours of lab time. Time spent on the computer doing research and reading instruction will exceed 6 hours in most cases.
- Discussion board participation will be monitored and required for full course credit
- Assignment submission via email, FTP web postings, and regular postal mail. [snail mail]
- The student must meet all deadlines, period.

Supplies

- note pad at least 50 pages. Small postcard size. We will be using it for a 'flip-frame' animation project. Try to find one without lines. OR 5x7 index cards, and a larger paper clamp.
- Hole punch that punches 2 or 3 holes at the same time.
- Drawing board [one you won't mind drilling a couple of holes into. Otherwise, get a 24"x24"x 3/4" MDF board from the home improvement store.
- Wooden dowel rod the same size as the hole punch [just take a piece of paper with the hole punch to the hardware store and find a dowel rod that will fit. The paper should fit easily onto the dowel rod.]
- markers, a basic set of 12 colors from the office supply store will be fine. I prefer [Sanford] Prisma-colors sets. Also, a selection of "Sharpie" brand black ink markers in different tips.
- Illustration board for a 'cell frame' animation project, size should be around 13" by 15" We will be building a cell frame animation work station, so supplies for that project will include some building materials and a lamp. Details will follow.
- Access to a color scanner. Min. resolution should be 640 x 480 at 75 ppi. We will be using this scanner to 'photograph' our cell-animation and then later, make a GIF animation from the digital images.
- clear acetate, standard paper size. Get the inkjet type. You will need to get a 50 sheet pack. make sure your markers will write on the acetate. you might also want to get some white masking tape and some tracing paper.
- clip art morgue file, this can be computer based or a coupon folder full of images you found in print.
- modern computer, and printer
- Internet access
- CD-R media 700MB version
- Also, you will need some padded shipping envelopes large enough to accomodate 8 1/2 by 14" paper and proper postage to send oversize envelopes.

Other materials as the projects progress.

Tips for becoming a successful online student

- Have the right kind of computer. If you don't already have a Mac, consider getting one. This will help you out when taking AGDT courses from KC, getting jobs in advertising and graphic design, and expand your familiarity of different operating systems beyond Microsoft Windows.
- Software and where to get it can be an issue for some students, but consider this, the Mac and the software you run on it are your tools for the program. Its hard to be successful if you don't possess the right tools. As a student, you are entitled to discount software. Check out www.academicsuperstore.com for details. Also, many software publishers offer discounted academic versions of their software. Contact [Adobe](#), [Macromedia](#), and [Microsoft](#) for details. Macromedia offers a 30 day trial version of most of its products. Again, the tools we are using are necessary for the program, and just as a mechanic needs speciality tools to work on your car, so do we as designers and animators need the right tools to do our work.

Academic Integrity and cheating and bootleg software

The use, distribution, and promotion of illegal copies of the software is strictly prohibited. The easy access to research papers, illustrations, and other work not produced by the student that is available on the internet is an issue that must be dealt with on an ethics level. simply put, If it is determined that a student project, paper or assignment has been plagerized from an external source, the student will receieve an "F" for that project and will be dropped for the course.

Synchronous vs. Asynchronous communication: this is a term used alot in online courses. Simply put if you meet with the instructor at the same time, regardless of where, that is **synchronous**. If I leave your an email or a discussion board post that you answer at some later time, that is **asynchronous**. Get use to the email/ discussion board mode of communication. This will be the primary way we "talk", **asynchronously**.

Course Credit: 3 hours

Common Course Objectives:

Expected Student Outcomes/*SCANS Competencies:

Skills which should have been learned by a student who has completed the course. (Visual Arts Transfer Curriculum for ARTS 1301)

1. Cognitive: (Development of critical thinking skills, conceptual construct, specialized vocabulary and animation history.) For successful completion of this course each student will:

- a. demonstrate an understanding of basic animation terminology, techniques through the production of projects, and written papers.
- B. identify the animators and historical style of particular, significant works
- C. develop and produce basic traditional animations
- D. develop and produce computer-based animations using a variety of animation tools.
- E. write a clear and thorough formal analysis of an animation
- F. demonstrate effective research and reporting skills using information resources (books, films, periodicals, internet/world-wide web, interview) to present a visual arts topic orally or in writing. (1,2,4,5)

2. Affective: (Development of behavioral skills which help the student acquire a positive attitude toward self, other students, faculty facilities and equipment, housekeeping in the classroom, and the ability to carry out directions, meet deadlines, meet attendance requirements, etc.) For successful completion of this course each student will:

- a. maintain class 'virtual' attendance within the guidelines of the college policy.(6,7)
- b. demonstrate the ability to complete assignments. (1,2,4,5,7,8)

- c. demonstrate the ability to follow assignment instructions. (6,7)
- d. demonstrate the ability to comply with deadlines. (6,7)
- e. demonstrate the ability to tolerate diverse views. (4,5,6,7)
- f. demonstrate the ability to receive constructive criticism. (4,5,6,7)

General Procedures

Overall, the course will attempt to adhere to the following list of objectives:

- A Breif History of Animation
- Traditional Animation Tools
- Flip-page animation
- Cell animation
- Stop-motion Animation
- Computer Animation Tools
- Animation and Text with sound
- Other digital animation tools

Assignments will include the following, time permitting:

- Initial startup/Email FTP check
- Websearch paper(s)
- character development
- 30 frame flip-page animation
- Building a cell-animation work station
- 30 frame cell animation
- Conversion to digital media
- Gif animation using Photoshop and GIF Builder
- Title animation using PowerPoint Slideshow
- Assignment: iMovie title intro
- 30 Second Song Animation

Major Course Divisions

Evaluation

Evaluation for this course will be based on weekly assignments, project scores, presentations, and a final portfolio. Attendance and class participation will be considerations in the final grade. Work not turned in on time will be penalized one grade point for each day that it is late.

Participation in asynchronous course activities	10%
Animation Projects	60%
Writing/ Research Assignments	10%
Critical Analysis	10%
Final Portfolio	10%

Listed below is a four point system that reflects the grading policy of Kilgore College and is broken down in the grade equivalents:

Number	Letter	Percentage
4.0	A+	100
3.75	A	95
3.6	A-	90
3.5	B+	89
3.25	B	85
3.0	B-	80

2.9	C+	79
2.5	C	75
2.0	C-	70
1.9	D +	69
1.5	D	65
1.0	D-	60
.9	F	59 and under

A. Absences: The on-campus policies for the AGDT department is as follows: Each student will receive a maximum of three excused absences. Any absence beyond this will reduce the attendance grade point by the following scale. After six absences, the student may be dropped failing by the instructor unless the student can make a special case for making up the work. All work missed by being absent must be made up. It is the student's responsibility to check with the instructor about their number of absences. Three tardies constitute one absence. Leaving early is considered to be tardy as well.

For online students, failure to participate in discussion board comments, email correspondence and submission of project assignments constitutes a lack of interest in the course, and is a direct indicator to the successful completion of the course. Tardies will not be accessed, but gross failure to participate will be determined as an absence.

0	1	2	3	4	5	6
4.0	3.8	3.7	3.6	3.0	2.0	1.0

Top Row = Number of Absences

Bottom Row = Grade

Absences account for ten percent of the final grade.

B. Disclaimer: Your instructor reserves the right to make modifications in content and schedule as necessary to promote the best education possible within prevailing conditions affecting this course.

C. Academic Honesty Statement: It is the responsibility of students and faculty to help maintain scholastic integrity at the college by refusing to participate in or tolerate scholastic dishonesty. Plagiarism and other forms of academic dishonesty undermine the very purpose of the college and diminish the value of an education. Specific sanctions for academic dishonesty are outlined in the Kilgore College Student Handbook available in the Office of the Dean of Students, located in the Devall Student Center. Phone: 903 984-8531

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