

Course Syllabus

Course Number: MAA 224a
Course Title: 2D Animation Principles

Class Meetings: Monday & Wednesday
3:00pm-5:50pm

Session/Year: Winter 2014

Instructor Name: Allen Tieri
Email Address: atieri@aii.edu
Instructor Availability Outside of Class: By Appointment only

2D Animation Principles

Course Description:

Students will study 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.

Course Length: 11 Weeks
Contact Hours: 66 Hours
 Lecture: 33 Hours
 Lab: 33 Hours
Credit Values: 4.0 Credits

Course Competencies:

Upon successful completion of the course, the student should be able to:

Apply the twelve principles of animation to traditional 2D animations

- Integrate straight-ahead action, pose-to-pose, follow through and overlapping action into a 2D animation
- Integrate slow in and slow out, arcs, secondary action and timing into a 2D action
- Integrate exaggeration, weight, depth, balance and appeal into a 2D animation
- Develop an animation that utilizes cycles, anticipation, squash, and stretch
- Demonstrate an understanding of shape, weight, and space
- Generate drawings that depict gesture and motion

Apply industry-standard capture techniques, such as image scanning, video capture and pencil test in the creation of 2D animation

- Create, capture, manipulate, and edit images using digital processes
- Utilize the pencil test system to create 2D animation

Create model sheets

- Render character and object studies from a variety of angles
- Illustrate typical character traits: including emotions, poses and actions
- Demonstrate progression of character concept from thumbnail to final form
- Depict character in turnaround

Evaluate scale and size in relation to character or object utilization

- Create objects and characters that are relative in scale to their environment
- Determine proportional relationships based on model sheets

Define and apply design terminology according to industry standard

- Become aware of the art historical context of drawing
- Generate drawings that utilize economy of line

Course Prerequisites: *Fundamentals of Drawing*

Textbook(s): *Cartoon Animation (How to Draw & Paint Series*. Preston Blair, Walter Foster Publishing. ISBN: 1560100842

Or

The Animator's Survival Kit, Richard Williams, Farber and Farber Publishing.
ISBN: 0571202284

Suggested Textbooks: *The Animator's Survival Kit*, Richard Williams
The Animation Book, Kit Laybourne
The Illusion of Life, Frank Thomas and Ollie Johnston

Technology Needed: 2D animation lab with pencil test station.

Grading Scale:

All assignments must have clear criteria and objectives meet. All students shall be treated equitably. It will be that student's right to know his/her grade at any reasonable point that information is requested by that student. The criteria for determining a student's grade shall be as follows (on a percentage of total points basis):

A	100-93
A-	92-90
B+	89-87
B	86-83
B-	82-80
C+	79-77
C	76-73
C-	72-70
D+	69-67
D	66-65
F	64 or below

GRADING

	Percent of grade
Class Participation	10%
Assignments/quizzes	50%
MidQuarter Exam/Project	20%
Final Exam/Project	20%

Class Participation - is affected by attendance but also credited by contributing to in-class discussions, presentations, critiques and critiquing.

Assignments - included in this grading block are: homework assignments, lab-work, quizzes, group projects, and presentations.

Mid-Quarter Exam/Project & Final Exam/Project - Both Mid-Quarter and end of the quarter you will have either an exam, project or combination of both depending on what is appropriate.

Student Evaluation/Grading Policies:

Details on all assignments, projects, quizzes and Exams will be provided in

related handouts and emailed.

Students are encouraged to consult the instructor on any/all explanation(s) of each assignment or project grade acquired.

If you are absent from a class , it is your responsibility to secure missing notes and/or assignments, and it is highly recommended that you develop a buddy system for contacting fellow classmates regarding missing material(s).

ALL projects will have a DEADLINE and PROJECTS MUST BE HANDED IN ON TIME OR YOU WILL RECEIVE NO CREDIT. **LATE WORK WILL NOT BE ACCEPTED.** You cannot miss a deadline in the real world, and you will not be allowed to extend a deadline in class. Attaching any project to e-mail will not be accepted unless given permission by the instructor.

All work in this course must reflect your own efforts. While group collaboration is encouraged a student must clearly demonstrate personal competence and individual expression in all assignments.

Plagiarism Policy

Plagiarism is the act of obtaining credit for work by dishonest, deceptive, or fraudulent means. It is the act of taking ideas, words, images or specific substance of another and offering these as one's own.

The Tinley Park campus has a strict policy against plagiarism:

Academic Failure: the student may receive an "F" for the course for a second offense of plagiarism.

Suspension or Dismissal: the student may be suspended or dismissed from the college for a third offense against the plagiarism policy.

The use of copyrighted materials including the use of celebrities and athletes is strictly prohibited.

Disability Services

The Illinois Institute of Art-Tinley Park provides accommodations to qualified students with disabilities. The Disability Services office assists qualified students with disabilities in acquiring reasonable and appropriate accommodations and in supporting equal access to services, programs and activities at Illinois Institute of Art-Tinley Park.

Students who seek reasonable accommodations should notify the Disabilities Services Coordinator Dean Michael SaintLuke-Robinson of their specific limitations and, if known, their specific requested accommodations. Students will be asked to supply medical documentation of the need for accommodations. Classroom accommodations

are not retroactive, but are effective only upon the student sharing approved accommodations with the instructor. Therefore, students are encouraged to request accommodations as early as feasible with the Disability Services Coordinator to allow for time to gather necessary documentation. If you have a concern or complaint in this regard, please contact the Dean of Student Affairs in Room 249 or call 708- 781-4031. Complaints will be handled in accordance with the school's Internal Grievance Procedure for Complaints of Discrimination and Harassment.

Equal Education Opportunity Policy

The Illinois Institute of Art-Tinley Park does not discriminate or harass on the basis of race, color, national origin, sex, gender, sexual orientation, disability, age, religion, genetic marker, or any other characteristic protected by state, local or federal law, in our programs and activities. The following person has been designated to handle inquiries and coordinate the school's compliance efforts regarding the non-discrimination policy: Dean of Student Affairs at 708.781.4031.

Tutoring

Tutoring is available, free of charge, by calling 708-781-4080 or adewey@aii.edu to setup an appointment.

Attendance Policy:

Students are expected to attend class and to arrive on time. Late arrival disrupts the classroom and being late to class also accrues time towards absence. Advance notice of an absence MUST BE provided to the instructor via email.

The accumulated time of three (3) absences will result in reduction of your grade by a FULL letter grade. For example, an A- would degrade to a B-.

Seven (7) or more absences will result in an Attendance Failure.

Additionally, registrar office personnel and/or academic advisors will be consulted for any questionable absences and/or absence-related issues.

A student must sign his/her own name on the attendance sheet on each day present. If a student is absent and a student who is present signs in the absent student's name, both students will be penalized.

Doors will close 15 minutes after the start of class where a quiz, student review or critique will immediately follow—doors will not open again until mid-class break point. During breaks you will be expected to manage your time and take advantage of food/ beverages and bathroom use. Students are to remain seated during class until the break or instructor dismissal. In case of an emergency you **must** notify your instructor before leaving the classroom.

In-Class Behavior:

You are expected to be respectful and courteous to your fellow students and instructor. The following behaviors will not be tolerated in the classroom and you may be asked to leave if you do not comply:

- **Being disruptive**
- **Cell phone/ unauthorized personal device usage**
- **Sleeping**
- **Working on assignments for other classes.**

During lab hours students must be working on the current class project and continuing their education through applied practice. (If a current class project is completed before the assignment's due date the student will use the class time to further develop the project.

Suggested Weekly Outline

- Week 1:** Production Pipeline, Animation Terms, the 5 kinds of Motion, & Volume
In Class Assignment: Flip book morphing, loose circular drill
flipping, bouncing ball (squash-n-stretch), volume
MONDAY
 Handout & review the Syllabus
 READING: Chapter 1&2 -
WEDNESDAY
 Quiz: Chapter 1&2
 Introduction to Adobe Audition
 READING: Chapter 3&4 -
- Week 2:** 2 types of animation, Path of Motion, Cycles, Bean Construction,
Weight, Line of Action
MONDAY
Holiday: Martin Luther King (observed)
WEDNESDAY
 Quiz: Chapter 3&4
 Group Presentation 1
 Group Presentation 2
- Week 3:** Velocity of Form (Distance = Speed), Timing charts (1/2, favoring, easing
in/out)
MONDAY
 READING: Chapter 5&6 -
WEDNESDAY
 Quiz: Chapter 5&6
 Group Presentation 3
- Week 4:** Secondary (follow-through) Animation, Snaps/Wave, and exaggeration – Visit
LRC
MONDAY
 READING: Chapter 7&8 -
WEDNESDAY
 Quiz: Chapter 7&8
 Group Presentation 4
- Week 5:** Midterm Exam, Composition & Staging (field guides), Anticipation
Assignment: Stage an object in limited back plate (background),
Anticipation drills.
MONDAY
 REVIEW: Midterm
 READING: Chapter 9&10 -
WEDNESDAY
 MIDTERM:exam/Project
- Week 6:** Walking and blinking, pencil testing
MONDAY
 Group Presentation 5
 READING: Chapter 11&12 -
WEDNESDAY
 Quiz: Chapter 11&12
 Group Presentation 6

- Week 7:** Inbetweening, Arcs, Balance and Tilt, timing
MONDAY
 READING: Chapter 13&14 -
WEDNESDAY
 Quiz: Chapter 13&14
 Group Presentation 7
- Week 9:** Continue working on animation
MONDAY
 READING: Chapter 15
WEDNESDAY
 Quiz: Chapter 15
- Week 10:** Continue working on animation
MONDAY
 READING: Chapter 16 -
WEDNESDAY
 Group Presentation 16
 FINAL REVIEW
- Week 11:** Final Exam
Written and Practical test. In class review-presentation critique

THE ILLINOIS INSTITUTE OF ART TINLEY PARK

Course Syllabus: 2D Animation Principles

Course Name:	MAA 224	Instructor:	Tieri
Department:	Media Arts & Animation	Office Phone:	TBD
Length / Hours:	11 weeks, 66 hours	E-Mail:	atieri@aia.edu
Credits:	4	Time & Place:	TBD
Term & Year:	Winter 2014	Section(s):	TBD

I, _____

hereby acknowledge that I have received, reviewed and understand the syllabus and the expectations and requirements of MAA-224 2D Animation Principles.

Name: _____

Date: _____