

THE ILLINOIS INSTITUTE OF ART TINLEY PARK

Course Syllabus: Media

Course Title: Animation Principles
Course Number: MAAB111

Class Meetings: Mondays & Wednesdays
Session/Year: Winter 2015

Instructor Name: Allen Tieri
Email Address: atieri@aia.edu
Instructor Availability Outside of Class: (Upon request)

Animation Principles

Course Description: Students will explore and implement the principles of animation through projects that emphasize analyzing real-world movement, adapting that movement for the animation medium, and creating the illusion of life.

Prerequisite(s): *Life Drawing & Gesture*

Corequisite(s): *None*

Instructional Contact Hours/Credits:

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

Quarter Credit Hour Definition:

A quarter credit hour is an amount of work represented in intended learning outcomes and verified by evidence of student achievement that is an institutionally established equivalency that reasonably approximates not less than:

- (1) One hour of classroom or direct faculty instruction and a minimum of two hours of out-of-class student work each week for 10-12 weeks, or the equivalent amount of work over a different amount of time; or
- (2) At least an equivalent amount of work as required in paragraph (1) of this definition for other academic activities as established by the institution including laboratory work, internships, practica, studio work, and other academic work leading to the award of credit hours.

Learning Objectives:

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

Identify the principles of animation

- Deconstruct real world movement through action analysis
- Relate real world movement to the principles of animation

Apply the principles of animation

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

Demonstrate effective use of timing and weight

- Integrate the principles of animation
- Utilize an exposure sheet for the purposes of timing, emotion and cadence

Apply industry-standard storyboard techniques to animation

- Organize character, composition and performance through a story
- Animate character show a range of emotion

Critique and discuss animation projects

- Utilize proper terminology in critiques
- Critically evaluate story
- Critically evaluate character performance as related to the animation principles
- Identify basic lip sync positions

Produce a cleaned-up animation through an iterative process

- Demonstrate an ability to take an animation sequence through various stages of refinement

Instructional Materials and Reference:

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: Either Window computers running XP or Macintosh computers running MacOS10.x with an Internet connection, printers, software including image manipulation, 3D software, audio editing & virus utilities. Students should have removable hard or flash drive for personal file storage, and paper and drawing utensils.

Instructional Methods: (Instructional methods include, but are not limited to simulations, case studies, discussion, group work, questioning, presentations, journals, individual projects, etc.)

Basis for determination of final grade

<u>Grading Scale</u>	
93-100%	A
90-92.9%	A-
87-89.9%	B+
83-86.9%	B
80-82.9%	B-
77-79.9%	C+
73-76.9%	C
70-72.9%	C-
67-69.9%	D+
63-66.9%	D
Below 63.0%	F

Instructional Methods:

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 at the end of the quarter you will have either an exam, project or combination of both depending on what is appropriate.

Student Evaluation/Grading Policies:

The evaluation process is described below and—like this syllabus—is subject to change by the instructor discretion. Any changes will be announced in class. Students are encouraged to consult the instructor on any/all explanation(s) of each project/exam grade acquired.

Details on all assignments, projects, quizzes and exams will be made available in your eCompanion as well as discussed in class. 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.

Classroom Policy:

Doors will close 15 minutes after the start of class and 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:

- Disrupting classmates i.e. being overly talkative, talking loudly, foul language and etc...
- Using computers for entertainment i.e. Watching movies, playing video games, listening to music without headphones and etc...
- Using cell phones/unauthorized personal device usage
- Sleeping
- Working on assignments for other classes.

During lab hours students must work on the current class assignment to continue 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.

Student Art Work: Is to be completed with the highest standard of integrity, Just meeting the standards will earn you a "B" However, going above and beyond will award you an "A"

Attendance Policy: The student is expected to attend all classes as scheduled, to be on time and to remain in classes for their full duration. There are no excused absences. All courses in Media, Design or Fashion programs and General Education courses are

limited to 32% absenteeism. For example a 4-hour per week course would equal 14 hours of absenteeism, and a 6-hour week course would equal 21 hours of absenteeism. Exceeding these limits could result in an attendance withdrawal or a failing final grade. For Culinary, all lab classes are limited to 10% absenteeism and all lecture classes are limited to 20% absenteeism. This equals 6 hours for a three-hour-per-week course and 18 hours for an 18-hour-per-week course. Additionally, after your third absence you will degrade down one whole letter grade, i.e. and "A" would degrade down to a "B" and so on.

Exceeding these limits could result in an attendance withdrawal or a failing final grade. Missed time includes accumulated time marked as "tardy" from class, as well as total absences from classes and any classes missed during the schedule adjustment period. Absence in all scheduled courses for two consecutive weeks will result in an Attendance Suspension from the college. Attendance withdrawal accompanied by an unsatisfactory SAPP or ICR status may also result in dismissal.

Conduct Code: Each student is responsible for adhering The Illinois Institute of Art Code of Student Conduct (as stated in the college catalog), which notes, in part, that: "The Illinois Institute of Art reserves the right to suspend or terminate any student who:

- Displays conduct detrimental to the training environment within the classrooms
- Displays conduct detrimental to the well being of fellow students and/or faculty and staff members within ILIA or at any Illinois Institute of Art sponsored activity or facility
- Causes damage to the appearance or structure of ILIA or housing facilities and/or equipment therein
- Who copies or otherwise plagiarizes the artwork or assignments/projects of other students or professionals
- Who otherwise displays conduct detrimental to his or her own academic progress or ultimate success in the field for which he or she is being educated

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 Sara Spiegel, Student Support and Disability Services Coordinator, at 312-777-8616 of their specific limitations and, if known, their specific requested accommodations. Students will be asked to supply medical documentation of the need for accommodation. 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@aia.edu to setup an appointment.

Suggested Weekly Outline

- Week 1:** Production Pipeline, Animation Terms, the 5 kinds of Motion, & Volume
- Week 2:** 2 types of animation, Path of Motion, Cycles, Bean Construction, Weight, Line of Action
- Week 3:** Velocity of Form (Distance = Speed), Timing charts (1/2, favoring, easing in/out)
- Week 4:** Secondary (follow-through) Animation, Snaps/Wave, and exaggeration – Visit LRC
- Week 5:** **MIDTERM EXAM**, Composition & Staging (field guides), Anticipation
Assignment: Stage an object in limited back plate (background),
Anticipation drills.
- Week 6:** Walking and blinking, pencil testing
- Week 7:** Inbetweening, Arcs, Balance and Tilt, timing
- Week 9:** Continue working on animation
- Week 10:** Continue working on animation
- Week 11:** **FINAL EXAM**, Written and Practical test. In class review-presentation critique

Last Reviewed: 1/09/2015

I, _____

hereby acknowledge that I have received, reviewed and understand the syllabus and the expectations and requirements of MAA 111 - Animation Principles.

Signature: _____

Date: _____