

Intro to Animation

Contact information

instructor Assistant Professor Jonathan Fahnestock

office ADB 115

office hours M/W 1:20 –4:20 PM & by appointment

email jfahnestock@maryville.edu

website jonfahnestock.com

phone office 314.529.9426

phone mobile 314.954.4245

Course information

description An introductory exploration of time as an element of design. Students will be exposed to the basic principles of and techniques supporting animation and motion graphics, as well as develop the technical skills to apply them using industry standard software

session Spring 2010

credits 3

type studio

course # ADIN 290

meeting M/W 6:30–9:10 PM

unsupervised studio F 6:30–9:10 PM

location ADB 103

schedule an outlined schedule of the course is published online at jonfahnestock.com

Our goals

- ▶ To pursue mastery of the techniques, procedures, and tools used to produce animation and motion graphics
- ▶ To develop a sensitivity to time, motion and sound as elements of art and design
- ▶ To seek out and share information and examples extracted from books, film, television and the Web for analysis and inspiration
- ▶ To understand the historical significance and cultural impact of animation, sequential art, film, and motion graphics
- ▶ To create, gaining knowledge and understanding from the process of creation
- ▶ To apply skills, knowledge and your experiences to creatively tell stories, communicate ideas, convey messages and information, and inspire thought or action

- ▶ To give and receive constructive, well articulated criticism and use the experience of critique as an opportunity to gain further understanding
 - ▶ To understand of the importance of craftsmanship, professionalism and ethical practices
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Measurable objectives

By the completion of this course a student should be able to demonstrate:

- ▶ The ability to produce animated works and export them to a variety of formats
 - ▶ An intermediate skill set in developing animation and motion graphics
 - ▶ The ability to complete preliminary work including sketches, outlines, creative ideation exercises, scripts and storyboards
 - ▶ The ability to list and apply major principles of animation
 - ▶ The ability to produce graphics with appropriate software formatted specifically for use in the production of animation
 - ▶ The ability to record, digitize and format sound for animated media
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Methodology

This course is a studio in which the majority of learning will be from: exploring, sharing, discussing, problem solving, creating, revising and critiquing. Lecture, assignments, reading, group work, one on one instruction, demonstration, quizzes and case study will also be utilized.

Our course will be loosely divided into three sections that will each include demos, readings, group discussions, pre-critiques, tutorials, assignments leading to the completion and critique of a project.

Sections

- 1 Nuts and bolts:** focusing on getting acquainted with tools and principles
- 2 Telling stories:** exploring, analyzing, and creating visual communication with sequential art, moving images, type and sound
- 3 Showing off:** applying skills and knowledge in the creation of a final project

Possible Projects

Plan on completing 3 to 5 projects that gradually increase in complexity and expectation as we progress

- 1 Snap Move Snap (animating digital photos)
This project is designed to better acquaint you with more traditional methods by having you create a frame by frame animation with a digital camera. Take a picture, slightly move objects, people, pets... then repeat. We'll compile, add sound and output with Flash.
- 2 "It's Alive!" (making the inanimate animate)
This project will challenge you to make an inanimate object or shape seem alive through storytelling and the principles of animation.
- 3 Type me a story (an exploration of kinetic type) Illustrate and animate a story, poem, quote or message only using type, motion and sound.
- 4 Movie Titling A titling sequence is the beginning of a movie that lists the director, main actors, producers, etc. There are some very well known graphically based animated titling sequences. Lets analyze them, then see what you can do.
- 5 Music Video Seek out an unsigned band and obtain permission to create an animated music video of one of their songs focusing on visualizing the music and syncing with the beat.

Required materials

notes Three ring binder for printed materials, a notebook and sketch pad

storage USB Flash Drive or External Hard Drive, CD-Rs

misc. Headphones

texts required

- ▶ Understanding Comics, by Scott McCloud

Student Responsibilities

"Your aspirations are your possibilities"

– Samuel Johnson

participation You are an integral component of this course and your active participation is vital to its success. Asking questions, volunteering answers, and contributing to discussions yields invaluable experience and enhances understanding of the class as a whole. Strategies for effective participation is included in the course content.

attendance I recommend you be punctual and take pride in perfect attendance. If you have more than two absences you will find it very difficult to do well in this course. You are responsible for

any work or information missed due to absence. If you are more than a few minutes late you are welcome to stay but will be considered absent.

deadlines All assignments and projects should be completed and handed in at the assigned date at the beginning of class. All requirements for turning in a project must be fulfilled or will it be considered late. If a deadline cannot be met, please fill out a project extension request form which can also be downloaded from the course website.

notes Take notes – take many notes. I will try to make as many materials available to you as I can, but please remember that it is your responsibility to retain and maintain the information.

backup You are responsible for saving, organizing and backing up your digital files. Other than my sympathy, you will not be given any special consideration for lost data.

reading There will be various readings assigned. Please read them and be ready to discuss them.

gizmos Texting, using the internet, taking phone calls, etc. during class is disruptive, rude and impedes attention. Please make sure any bothersome gizmos are not used during class. If you are consistently unable to refrain from these activities, you will be asked to leave the classroom.

Grading

individual project evaluation

- ▶ Concept
- ▶ Quality
- ▶ Craftsmanship / Technical Mastery
- ▶ Presentation

final grade evaluation

- ▶ Projects 70%
- ▶ Class participation 10%
- ▶ Assignments 10%
- ▶ Quizzes 10%

grade scale

- A** Achievement of distinction with an unusual degree of intellectual initiative. The work exhibits original, well-resolved solutions, excellent craftsmanship and is articulately presented.
- B** Superior work. The work is very well done but is not the highest quality in one or more areas.
- C** Work demonstrates average attainment. The work only adequately meets expectations in quality, craftsmanship and presentation. Indicates that the work is not original in nature, but meets the parameters of the project.
- D** Work is unsatisfactory. The work fails to meet the minimum quality of requirements in two or more areas. In a course within your major, D is not a passing grade.
- F** Failure to satisfy the basic requirements of the class.

Misc

statement of inclusion Maryville University provides accommodations and support for students with disabilities as defined by the ADA. If you have a documented disability and wish to discuss accommodations, please contact Julie Kindred or the instructor as soon as possible.

note this syllabus is subject to change at the instructor's discretion to accommodate instructional or student needs.