	School of Arts & Science **VISUAL ARTS DEPARTMENT** **ART 267-X01** **Filmmaking and Animation 2** **2011W**

COURSE OUTLINE

The Approved Course Description is available on the web @ _____

Ω *Please note: this outline will be electronically stored for five (5) years only.*
  It is strongly recommended students keep this outline for your records.

1. Instructor Information

(a)	Instructor:	d. bradley muir	
(b)	Office Hours:	Wednesdays 2:30 to 3:30 & Fridays 2:30pm to 3:30pm or by appointment	
(c)	Location:	Y100A	
(d)	Phone:	250.370.3512	Alternative Phone:
(e)	Email:	muirb@camosun.bc.ca	
(f)	Website:		

2. Intended Learning Outcomes
Upon completion of this course the student will be able to:

1. Demonstrate advanced skills in filmmaking and animation.
2. Produce a 1.5 to 2 minute cut out animation, and a 30 sec. to one-minute experimental animation.
3. Thoughtfully critique one's own and others' work.

3. Required Materials

(a) Texts - <u>Film Art: An Introduction</u>, Ninth Edition.

(b) Other
Foundations tool kit from first year, 2 Dig,Hi 8 tapes
Fine tip permanent black felt pen(s), duo tang notebook, photocopying expense
$5-$10, and additional project specific materials.

4. Course Content and Schedule
(Can include: class hours, lab hours, out of class requirements and/or dates for quizzes, exams, lectures, labs, seminars, practicum's, etc.)

Class Hours. 9:30am – 1:20pm,
Lab 2:00pm – 3:00pm
Project Schedule (subject to change); each assignment will be elaborated on in class with demos and additional information when required.

Jan. 14 - Intro to course. View sample storyboards / animations. Make a Cutout. Animation stand refresher demo. Homework: Film 15 – 30 seconds of the Cutout you made in class (due on Jan.28). Create a 6 – 10 frame storyboard accompaniment.

Jan. 21 – View "Animated Motion Frame by Frame" parts 2-3. **Demo line drawing loop exercise and iMovie transfer.** Work on Artwork and storyboard for cut out. Homework: Begin working on 15 – 30 second line animation loop (due Feb. 11) Create 5 – 10 frames storyboarding concepts for final animation (Due Feb 04).

Jan 28 – Review / Crit. Cut-out animation. Sample experimental animations **Demo sound.** Homework: Create a 15 – 30 second experimental animation that includes basic sound component (NO 'POPULAR' MUSIC, due Feb.18). Add / evolve Final Project storyboard 10 – 15frames (due Feb 11).

Feb. 04 – Ralph Stranbridge sub class. **Green Screen and editing effects Demo,** peer group evaluation of Final Project ideas, and studio production time (experimental).

Feb. 11 – View Line Animation Loops. Confirm storyboard readiness and peer evaluation / final project pitch. **Demo Cel Loop exercise and demo review editing.** Homework: Create a minimum of 10 – 15 seconds Cel Animation loop to last roughly one minute. (sound optional) (due Mar 04).

Feb. 18 – Review experimental animation with sound. Show sample films. Work in class on cel / editing exercise and artwork / storyboard required for filming major animation project. Homework: Complete filming of 'first' 20-30 seconds character and art development for major project (due Mar 04). Create an animation reel around two minutes, with sound using footage from EVERY animation project so far (Due Mar 11)

Feb. 25 - READING BREAK

Mar. 04 – View Cel / loop project. Work in class filming major animation projects artwork and storyboard. Homework: Complete filming 'first' 20-30 sec., create / revise final storyboard 12 – 15 frames committed to final project (due Mar 18), and begin filming 'second' 20 – 30 seconds of final project footage.

Mar. 11 – Crit Animation reels. View 'first 20 – 30 seconds of final animation footage in peer crits, with relation to final stages of storyboard. Continue working on artwork and storyboard, completed storyboard must be 18 to 24 frames (due Mar.25). Homework: Changes based on feedback along with an additional 15 – 20 seconds of new footage for final animation.

Mar. 18 – Same small group crits based on evolution and changes from last week as well as new footage created. Complete artworks and storyboard. Homework: catch up and finalize all missing or problem work.

Mar. 25 – Working class, last chance to finish storyboards and artwork. Organize animation night. Homework: everything that is required / incomplete from above exercises and deadlines. Storyboards handed in for grading.

Apr. 01 – Crit FINAL ANIMATION PROJECT. Homework: Revise, edit change all aspects possible based on crit. Don't forget to breath, in through the nose and out through the mouth! These are the moments that define us!

Apr. 08 – Repair to final project, insure project has proper titling, credits, transitions etc (still time to add minor footage repairs if required)

Apr. 15 – Final Class ALL ANIMATION PROJECT RE-DO'S and FINAL PROJECT DUE AT 4PM!

5. Basis of Student Assessment (Weighting)
(Should be linked directly to learning outcomes.)

- (a) 70% Final Project and accompanying storyboard completed and on time (20% Storyboard & 50% Animation)
- (b) N/A Quizzes and Tests
- (c) 20% Sample and test animations based on different animation techniques including experimental project
- (d) 10% Attendance; absenteeism without a valid excuse and / or continued lateness will have a negative effect on your grade, which may additionally affect time-based marks for Final Project. That could lead to failure if extreme. Up to 30%

6. Grading System
(No changes are to be made to this section, unless the Approved Course Description has been forwarded through EDCO for approval.)

Standard Grading System (GPA)

Percentage	Grade	Description	Grade Point Equivalency
90-100	A+		9
85-89	A		8
80-84	A-		7
77-79	B+		6
73-76	B		5
70-72	B-		4
65-69	C+		3
60-64	C		2
50-59	D	Minimum level of achievement for which credit is granted; a course with a "D" grade cannot be used as a prerequisite.	1
0-49	F	Minimum level has not been achieved.	0

Temporary Grades

Temporary grades are assigned for specific circumstances and will convert to a final grade according to the grading scheme being used in the course. See Grading Policy E-1.5 at **camosun.ca** for information on conversion to final grades, and for additional information on student record and transcript notations.

Temporary Grade	Description
I	*Incomplete*: A temporary grade assigned when the requirements of a course have not yet been completed due to hardship or extenuating circumstances, such as illness or death in the family.

IP	*In progress*: A temporary grade assigned for courses that, due to design may require a further enrollment in the same course. No more than two IP grades will be assigned for the same course. *(For these courses a final grade will be assigned to either the 3rd course attempt or at the point of course completion.)*
CW	*Compulsory Withdrawal:* A temporary grade assigned by a Dean when an instructor, after documenting the prescriptive strategies applied and consulting with peers, deems that a student is unsafe to self or others and must be removed from the lab, practicum, worksite, or field placement.

7. Recommended Materials or Services to Assist Students to Succeed Throughout the Course

LEARNING SUPPORT AND SERVICES FOR STUDENTS

There are a variety of services available for students to assist them throughout their learning. This information is available in the College calendar, at Student Services or the College web site at camosun.ca.

STUDENT CONDUCT POLICY

There is a Student Conduct Policy **which includes plagiarism**. It is the student's responsibility to become familiar with the content of this policy. The policy is available in each School Administration Office, at Student Services and on the College web site in the Policy Section.

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