



**School of Arts & Science  
VISUAL ARTS DEPARTMENT  
ART 267- X01  
Filmmaking and Animation 2  
2015W**

## COURSE OUTLINE

The Approved Course Description is available on the web @ \_\_\_\_\_

⌘ 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:	Tuesdays and Fridays 2:30pm to 3:30pm or by appointment		
(c)	Location:	Y101B		
(d)	Phone:	250.370.3385	Alternative Phone:	
(e)	Email:	<a href="mailto:muirb@camosun.bc.ca">muirb@camosun.bc.ca</a> / <a href="mailto:dbradleymuir@hotmail.com">dbradleymuir@hotmail.com</a>		
(f)	Website:			

### 2. Intended Learning Outcomes

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

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.- one-minute experimental animation.
3. Thoughtfully critique one's own and others' work.

### 3. Required Materials

(a) Texts: **Film Art: An Introduction, Bordwell Thompson** from Art 266

(b) Other

Foundations tool kit from first year, external hard drive (large digital file storage device)  
Fine tip permanent black felt pen(s), pencils, etc, duo tang notebook, photocopying  
expense \$10, and additional project specific materials.

### 4. Course Content and Schedule

Class Hours. 9:30am – 1:20pm,  
Lab 2:30pm – 3:30pm

**Project Schedule (subject to changes). Each assignment will be elaborated on during class with demos and additional information.**

\*Students are reminded that using sound does not mean adding music, but rather creating and arranging diegetic sound elements to further develop the illusion of movement and mood. All exercise projects must relate directly with your final animation.

**1. Jan. 05** - Intro to course. Creating an animation; research, interests, narrative vs non narrative, working towards your final project through technical exercises, etc.

**DEMO:** DRAGON FRAME INTRO.

**Homework:** Come up with general concept for final animation.

Cutout animation of 15 to 30 seconds (maximum) with detailed storyboard (due next week with art work and tests) short cut out animation due for crit **January 19.**

**WORKING STORYBOARD FOR FINAL ANIMATION DUE FEB 16**

**2. Jan. 12** – View *Animated Motion Frame by Frame* parts 2-3.

**DEMO:** DRAGON FRAME.

Work on Artwork and storyboard for cut out.

**Homework:** Finish and be prepared for crit of cut-out on Jan 19 (in course folder 9:25am).

**WORKING STORYBOARD FOR FINAL ANIMATION DUE FEB 16**

**3. Jan. 19** – Crit. Cut-out animations.

**Demo:** Line animation and Deeper into Dragon Frame.

**Homework:** Finish line animation, 15 to 30 second exploration into basic character and movement, **looping for 1.5 - 2 minutes.** Do not create a full narrative, create a resolved movement study. **Due Feb 02** (in course folder 9:25am).

**WORKING STORYBOARD FOR FINAL ANIMATION DUE FEB 16**

**4. Jan. 26** – View Animation examples

**Demo:** Cel Loop exercise and Demo sound booth / capture, creation and foley.

**Homework:** Create a Cel animated movement and character study using 15 sheets (max) of cel and loop to create 30 second total (with sound) **Due Feb 02** (in course folder 9:25am).

Homework: have a general storyboard and pitch ready for next class final project pitch based on revisions of your original idea.

**WORKING STORYBOARD FOR FINAL ANIMATION DUE FEB 16**

**5. Feb. 02** – Crit Line Animation Loops (sound optional)

**Demo:** Stop Motion and Experimentation (with sound) and Premiere **Due Feb 16** (in course folder 9:25am).

Show sample films. Peer final animation pitches problem solving

**Homework:** Create a 30 to 60 second experimental animation (this can include further exploration into character movement and design or it can be a complete departure from anything you have done before). Students are reminded that experimentation should be fun, however it should also lead to some kind of development / understanding of animation.

**WORKING STORYBOARD FOR FINAL ANIMATION DUE FEB 16**

**6. Feb. 09** – FAMILY DAY NO CLASS

**7. Feb. 16** Crit Cel loop with sound animations

**Demo:** Stop Motion / Experimentation (with sound) 20 - 30 sec. **Due Feb 23**

Show sample films. Peer final animation pitches problem solving

**MIDTERM INTERVIEWS**

**PEER INSTRUCTOR EVALUATION OF FINAL ANIMATION STORYBOARD ROUGH**

Demo: Reels

Show sample films additional work time for Reels project ( Reels Project: 30 to 60 seconds of clips from all of your technical assignments thus far, edited together demonstrating your capacity for animated motion as well as editing and general sense of presentation) and or Final animation development.

**Homework:** Work on Reels project due Mar 09 (in course folder 9:25am) and Final animation test prep etc.

**Final Storyboard Due Mar 16**

**8.Feb. 23 – Crit experimental animation with sound / MIDTERM INTERVIEW con't** (if required)

**Homework:** Create 15 to 20 seconds of a scene or scene study for your final animation.

**Final Storyboard Due Mar 16**

**9.Mar. 02 – ANIMATION NIGHT ORGANIZATION.**

**Homework:** View first 15 – 20 seconds of final animation footage in peer crits of tests in relation to final stage storyboard. Continue working on artwork and storyboard, completed storyboard must be 30 to 36 frames (due Mar. 16).

Changes based on feedback along with an additional 15 – 20 seconds of new footage for final animation. (total animated footage 30 – 40 sec)

**Final Storyboard Due Mar 16**

**10.Mar. 09 – CRIT REELS & Working class, last chance to finish storyboards and artwork. Organize animation night.**

**Homework:** Changes based on feedback along with an additional 15 – 20 seconds of new footage for final animation. (total animated footage 45 – 60 sec)

Storyboards handed in to be graded on Mar 16 - Final Storyboard Due Mar 16

**11.Mar. 16 – Crit Final Storyboards**

Class time for Major animation project, due Mar 30 beginning of class.

**Homework:** Changes based on feedback along with an additional 15 – 20 seconds of new footage for final animation. (total animated footage 45 – 80 sec)

**12.Mar. 23 – Final class time for Major animation project, due Mar 30 beginning of class in assignment folder (in course folder 9:25am).**

**13.Mar. 30 – Crit FINAL ANIMATION PROJECT with appropriate titles, credits, sound etc.**

**Homework:** Revise, edit, and change all aspects possible based on crit. Don't forget to breathe, in through the nose and out through the mouth! These are the moments that define us!

**14.April 06 – EASTER MONDAY NO CLASS. Re-work final revisions and resubmit into animation night folder no later than Friday April 10 at 1pm.**

## **5. Basis of Student Assessment (Weighting)**

- (a) 70% Final Animation Project and accompanying storyboard.  
(20% Storyboard, 40% Animation, 10% production & studio practice)
- (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 studio practice marks for Final Project.

## 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](http://camosun.ca) for information on conversion to final grades, and for additional information on student record and transcript notations.

Temporary Grade	Description
I	<i>Incomplete:</i> 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	<i>In progress:</i> 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 3 <sup>rd</sup> course attempt or at the point of course completion.)
CW	<i>Compulsory Withdrawal:</i> 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](http://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.