

	<p>School of Arts & Science VISUAL ARTS DEPARTMENT</p> <p>ART 267- X01 Filmmaking and Animation 2 2017W</p>
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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 Thursdays 2:30pm to 3:30pm or by appointment		
(c)	Location:	Y101B		
(d)	Phone:	250.370.3385	Alternative Phone:	
(e)	Email:	muirb@camosun.bc.ca / dbradleymuir@hotmail.com		
(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) Foundations tool kit from first year, external hard drive (large digital file storage device). Fine tip permanent black felt pen(s), pencils, etc, 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 synchronous and asynchronous sound elements to further develop the illusion of movement and mood. **Students are highly encouraged to use exercise assignments as tests that relate directly with their final animation.**

1.Jan. 11 - Intro to course. Creating an animation; research, interests, narrative vs non narrative, working towards your final project through technical exercises, etc. View *Animated Motion Frame by Frame* parts 2-3.

DEMO: DRAGON FRAME INTRO.

Homework: Come up with general concept(s) for final animation / cutout sequence and 'puppet' creation.

Begin Cutout animation of 15 to 30 seconds (maximum) with detailed **storyboard** (due next week with **artwork** and **tests**) short cut out animation due for crit **January 24**.

WORKING STORYBOARD FOR FINAL ANIMATION DUE FEB 22

2.Jan. 18 – Creating Cutout Animation Sequence, planning movement and timing (storyboard development).

DEMO: DRAGON FRAME.

Work on Artwork, movement and storyboard for cut out.

Homework: Finish and be prepared for crit of cut-out on Jan 25 (in course folder 9:15am).

WORKING STORYBOARD FOR FINAL ANIMATION DUE FEB 22

3.Jan. 25 – Crit. Cut-out animations.

Demo: Claymation animation and Deeper into Dragon Frame.

Homework: Create armature, character(s) and animated motion tests of Claymation animation, working towards a 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 08** (in course folder 9:15am).

WORKING STORYBOARD FOR FINAL ANIMATION DUE FEB 22

4.Feb. 01 – View Animation examples and view claymation character / motion tests

Demo: Demo sound booth / capture, creation and Foley.

Homework: Complete Claymation animated motion and character study (sound optional) **Due Feb 08** (in course folder 9:15am).

Create a general storyboard and pitch ready for next class for **final project pitch** based on revisions or change of your original idea.

WORKING STORYBOARD FOR FINAL ANIMATION DUE FEB 22

5.Feb. 08 – Crit Claymation Animation Loops (sound optional)

Demo: Line and Cel, Premiere and Photoshop **Due Mar. 01** (in course folder 9:15am).

Show sample films. Peer final animation pitches problem solving

Homework: Create a 10 to 20 second Line and transferred to Cel animation (this can include further exploration into character movement and design or it can be a complete departure from anything you have done before).

WORKING STORYBOARD FOR FINAL ANIMATION DUE FEB 22

6.Feb. 15 – 13th to 17th READING BREAK NO CLASS catchup and redo opportunity

7.Feb. 22 FINAL ANIMATION WORKING STORYBOARD DUE

Demo: Experimentation Photoshop / chroma key.

Peer final animation problem solving

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 15** (in course folder 9:15am) and Final animation test prep etc.

Final Storyboard Due Mar 23 / 25

8.Mar. 01 – Line and Cel (with sound)

MIDTERM INTERVIEW's begin if time allows

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

Final Storyboard Due Mar 15

9.Mar. 08 – ANIMATION NIGHT ORGANIZATION.

MIDTERM INTERVIEWS

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 18 to 24 frames (due Mar. 29).

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 29

10.Mar. 15 – 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 29 - Final Storyboard Due Mar 29

11.Mar. 22 –

Class time for Major animation project, due Apr 05 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. 29 – Crit Final Storyboards

Final class time for **Major animation project, due Apr. 05** beginning of class in assignment folder (in course folder 9:15am).

13.Apr. 05 – 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 breath, in through the nose and out through the mouth! These are the moments that define us!

14.April 12 – Last Class re-work and refine animations for animation night.

5. Basis of Student Assessment (Weighting)

- (a) 70% Final Animation Project and accompanying storyboard.
(20% Storyboard, 40% Animation, 10% production & development)
- (b) 20% Sample and test animations based on different animation techniques including experimental project
- (c) 10% Studio Conduct / Etiquette Grade

Students will start the semester with 10/10 for their Studio Habits grade; marks will be deducted if students neglect to demonstrate safe respectful use of communal facilities, studio interactions and material provisions. This includes returning all A/V equipment within specified borrowing time. Late A/V returns will be penalized 2% per infraction to a maximum of 3 infractions, after which a 0/5 will be given and all A/V borrowing privileges will be revoked for the remainder of the semester, no exceptions.

Students will also be evaluated on their ability to clean up after themselves (or their group) each day before leaving the studio. Works left in common spaces 30 minutes prior to the next class start time, or 9am the next day will result in an immediate deduction of 2% per work (i.e. a painting left out to dry overnight in common space(s) rather than in the designated storage spaces in Y117). Work may only be stored in designated storage areas (or with special permission of instructor and instructional technician). *Failure to remove or dispose of projects at the end of the semester within the deadlines communicated will result in a 0/5.

- (d) *Unexcused absences will result in 3% per missed class from the total course grade (1% for late arrivals ea. 15 minutes) to a maximum of three. Missing three or more Classes will result in a failure to complete course.

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	<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 rd 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.

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.