



CAMOSUN COLLEGE
School of Arts & Science
Department of Visual Arts

ART-269-001
Art of Animation
Winter 2019, TUESDAYS

COURSE OUTLINE

The course description is online @ <http://camosun.ca/learn/calendar/current/web/art.html>

⚡ Please note: This outline will not be kept indefinitely. It is recommended students keep this outline for their records, especially to assist in transfer credit to post-secondary institutions.

1. Instructor Information

(a) Instructor	Brad Muir		
(b) Office hours	Tuesdays and Fridays 2:00pm – 3:00pm		
(c) Location	Y101B		
(d) Phone	250.370.3385	Alternative:	
(e) E-mail	muirb@camosun.bc.ca		
(f) Website	D2L		

2. Intended Learning Outcomes

Upon completion of this course the student will be able to:

1. Demonstrate an understanding of advanced skills in filmmaking through animated movement.
2. Identify and experiment with various methods of animation, including, but not limited to, traditional line, cel, stop-motion and cut-out animation techniques.
3. Assemble and manipulate animation projects using digital animation and film programs.
4. Produce and present a short animated film drawing from various animation processes.
5. Evaluate and generate constructive interculturally aware critiques of one's own and others' projects.

3. Required Materials

- (a) 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

January 08 – April 09, 2019
Class Hours. Tuesdays 9:30am – 1:20pm,
Lab Tuesdays 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. 08 - 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 test 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 22**.

WORKING STORYBOARD FOR FINAL ANIMATION DUE FEB 19

2. Jan. 15 – 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 22 (in course folder 9:15am).

WORKING STORYBOARD FOR FINAL ANIMATION DUE FEB 19

3. Jan. 22 – 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 05** (in course folder 9:15am).

WORKING STORYBOARD FOR FINAL ANIMATION DUE FEB 19

4. Jan. 29 – 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 05** (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 19

5. Feb. 05 – Crit Claymation Animation Loops (sound optional)

Demo: Line and Cel, Premiere and Photoshop **Due Mar. 02** (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 exploitation 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 19

6. Feb. 12– Feb . 11 - 15th READING BREAK NO CLASS catchup and redo opportunity

7. Feb. 19 Copy of FINAL ANIMATION WORKING STORYBOARD DUE (photocopy or printed scan)

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 26

8.Feb. 26 – 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 26

9.Mar. 05 – 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. 26).

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

Final Storyboard Due Mar 26

10.Mar. 12 – 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 minimum)

Storyboards handed in Mar 23 - **Final Storyboard Due Mar 26**

11.Mar. 19 – Major animation project, due Apr. 06

Class time for Major animation project, due Apr 02 beginning of class.

Homework: Changes based on feedback along with an additional 15 – 20 seconds of new footage for final animation. (total animation footage 60 – 80 sec minimum)

12.Mar. 26 – Crit Final Storyboards.

Class time for Major animation project, due Apr 02 beginning of class.

Homework: Changes based on feedback along with an additional 15 – 20 seconds of new footage for final animation. (total animation footage 75 – 100 sec minimum)

13.Apr. 02 – Crit FINAL ANIMATION PROJECT (in course folder 9:15am) with appropriate titles, credits, sound etc.

Homework: Revise, edit, and change all aspects possible based on crit. Do not compromise that which should not be, and take advantage of what can. These are the moments that define us!

14.April 19 – Last Class re-work and refine animations for animation night.

15. April 16 – Final Interviews (tentative)

5. Basis of Student Assessment (Weighting)

(a) Assignments:

Method / Process Projects	30%
<i>Cutout, Line / Cel, Clay, Experimental and Reel</i>	
Method / Process Technique tests & Project Development	10%
Final Film Storyboard	10%
Final Animation Tests and Development	10%

FINAL ANIMATION 30%

(b) Studio Conduct 10%

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.

- (c) *Unexcused absences will result in 3% deduction (per missed class) from the total course grade (1% for late arrivals, after 30 minutes an absence will be recorded) to a maximum of three missed classes. Missing more than three classes will result in a failure to complete course. Late assignments will be penalized 3% per day (including weekends) to a maximum of 5 days after which a zero will be given.

6. Grading System

Standard Grading System (GPA)

Competency Based Grading System

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

- (a) Texts: **Film Art: An Introduction**, Bordwell Thompson On Reserve In Library

Various Animation Reference Materials found in Animation Studio

8. College Supports, Services and Policies



Immediate, Urgent, or Emergency Support

If you or someone you know requires immediate, urgent, or emergency support (e.g. illness, injury, thoughts of suicide, sexual assault, etc.), **SEEK HELP**. Resource contacts @ <http://camosun.ca/about/mental-health/emergency.html> or <http://camosun.ca/services/sexual-violence/get-support.html#urgent>

College Services

Camosun offers a variety of health and academic support services, including counselling, dental, disability resource centre, help centre, learning skills, sexual violence support & education, library, and writing centre. For more information on each of these services, visit the **STUDENT SERVICES** link on the College website at <http://camosun.ca/>

College Policies

Camosun strives to provide clear, transparent, and easily accessible policies that exemplify the college's commitment to life-changing learning. It is the student's responsibility to become familiar with the content of College policies. Policies are available on the College website at <http://camosun.ca/about/policies/>. Education and academic policies include, but are not limited to, Academic Progress, Admission, Course Withdrawals, Standards for Awarding Credentials, Involuntary Health and Safety Leave of Absence, Prior Learning Assessment, Medical/Compassionate

A. GRADING SYSTEMS <http://camosun.ca/about/policies/index.html>

The following two grading systems are used at Camosun College:

1. 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		1
0-49	F	Minimum level has not been achieved.	0

2. Competency Based Grading System (Non GPA)

This grading system is based on satisfactory acquisition of defined skills or successful completion of the course learning outcomes

Grade	Description
COM	The student has met the goals, criteria, or competencies established for this course, practicum or field placement.
DST	The student has met and exceeded, above and beyond expectation, the goals, criteria, or competencies established for this course, practicum or field placement.
NC	The student has not met the goals, criteria or competencies established for this course, practicum or field placement.

B. 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 at <http://camosun.ca/about/policies/index.html> 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 are designed to have an anticipated enrollment that extends beyond one term. No more than two IP grades will be assigned for the same course.

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.
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