Course Description:
Introduction to the fundamental principles of animation that are the basis for traditional and computer animation. Hand-drawn exercises are utilized to learn timing, motion and weights. Covers introduction to the early history of animation.

Art Dept. Student Learning Objectives Addressed in this class:
1. Students will acquire competent knowledge and skills in various art media, concepts and methodologies.
2. Students will produce a competent body of individual and collaborative work suitable for a liberal arts degree, for the local, national and global marketplace.
3. Students will acquire historical and contemporary knowledge of diverse cultural and aesthetic contexts, including political, visual and material culture.

Course Student Learning Objectives
1. Learn and practice the Principles of Animation: timing, motion, & weight, thus gaining the basic skill set needed for those proceeding into 2-D and 3-D Computer Animation. Produce a Reel of original exercises that demonstrates this knowledge.
2. Learn to critically analyze one’s own animation work and do active problem solving to improve work.
3. Learn course specific technology: Down shooting Pencil Test technology, 2D and 3D animation software such as “Pencil”, Adobe Flash and Maya software.
4. This is an Animation survey class. Students will develop critical thinking skills of analyzing and comparing animation context, styles, content, social political, economic and global factors that influenced animation over the years.
   • Student will become aware of Animation historical and cultural context through screenings, lectures, and individual research.
   • Identify milestones, studios, and key players in US Animation and why they were significant to the industry.
   • Become aware of cross discipline nature of animation and cultural influences.
5. Learn animation career paths. Learn and practice professional teamwork, professional behavior, and protocols.

Student Evaluation & Grade Criteria: Assignments are specific and evaluated for both process and product.

Exercises principles of animation  90%
- Stop Motion  5%
- Composition Analysis  5%
- Flipbook  5%
- Bouncing Balls with Tails  5%
- Flour Sack Walk and Jump  10%
- Flag Animation  10%
- Bi-Ped Walk  10%
- Flour Sack with Box  10%
- Lip Sync  5%
- CG Bouncing Ball  5%
- Final Project  20%

Class Attendance, participation, and promptness  10%

Assignment Delivery:
This is not an on-line course. All assignments must begin in-class and submitted digitally (via Box.com or some other designated means). Students will be notified directly if there is a Moodle or other online component requirement for class. It is not appropriate for students to email instructor assignments. Late and incomplete assignments will be penalized. Too many late or failed assignments will keep the student from passing the course.

END OF TERM:
Copies of all work must be submitted digitally online in the www.box.com shared folder. Failure to do so may result in late or missed assignments, thus a grade reduction. Student work may be used as examples in current or future courses.
**Attendance Policy & Student Behavior/Professional Department:**
Attendance is important for fluid instruction and class participation. Written documentation is needed for all absences.
- 4 absences will lower the student’s grade.
- 6 or more unexcused absences will keep a student from passing this course.

This Studio course requires class attendance, actual work in class, homework/lab work outside of class-time. Students are expected to practice professional behavior, treat people with respect and cooperate with faculty & lab techs.

**Recommended Books:**
- *The Illusion of Life*, Disney, Frank Thomas, Hyperion, 0-7868-6070-7, 1981.

Professor will keep a copy of all assignments at the end of term

*Syllabus and weekly assignments subject to change at Professor’s discretion*