

Animation I

Fall 2004

ARTS 4060-01

Wednesday 12:00pm – 3:50pm

Sage Hall VAST Studio 2411

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Office Hours: Tuesday 4pm – 6pm, and by appointment

"There is no particular mystery in animation... it's really very simple, and like anything that is simple, it is about the hardest thing in the world to do." Bill Tytla at the Walt Disney Studio, June 28, 1937.

Abstract:

Animation I is both a 2-dimensional and 3-dimensional introduction to animation as an art form. Students will complete traditional 2-dimensional assignments that are designed to encourage spontaneous creativity during planned keyframing, explore animation concepts, and learn animation terminology. In conjunction, students will learn the tools to create and animate in Maya. These varying size assignments will build upon the traditional assignment ideas and begin to examine intermediate animation questions. The final project in Maya will be an entirely designed student animation.

Supplies:

Required:

- Paper for traditional animations – I'm recommending tracing paper, because it allows you to easily trace successful sections and onionskin your motion.
- Pencils for traditional animations – Whatever works best, I use a number 2 pencil and three colored pencils.
- Eraser for traditional animations – There will be many adjustments.
- Notebook – Maya and computerized 3D space is very complex and can be confusing. You will want to write small notes for your own reference in the event I'm not around to help.
- Data storage – Whichever means of saving your files is most trustworthy and effective for you. You are responsible for your data, no excuses.

Recommended:

- Williams, Richard. The Animator's Survival Kit. Faber and Faber, London and New York. 2001. ISBN: 0-571-20228-4 -- This book is an invaluable resource, as well as demonstrating many concepts from this course. Amazon or half.com should have some good used copies.

Project and Attendance Grading:

- 110 earnable points for 2-dimensional assignments
- 140 earnable points for 3-dimensional assignments
- 250 total earnable points from projects
- 15 percent of the assignment's total points will be deducted per day late
- Attendance and tardy modifications as follows:
 - Each 3 tardies equal 1 absence
 - Each 3 absences equal reduction of total points by 25 – the equivalent of 1 letter grade.
- Any appeal for grades must be brought to the instructor during office hours or at a scheduled time convenient to both parties. Keep in mind that an appeal may raise or lower your grade.
- There is no rounding of the thousands place

		Percentage		Total Points	
A	Excellent	100	- 90	250	- 225
B	Good	89.99	- 80	224	- 200
C	Completed	79.99	- 70	199	- 175
D	Poor	69.99	- 60	174	- 150
F	Failure	59.99	- 0	149	- 0

Important Points:

- Be on time. Attendance will be taken every class. Excused absences must be cleared on instructor's conditions before the start of class by phone, email, or in person. See Grading for further explanation.
- Email; it is the most effective communication with me outside of class. I will also use it to communicate with you, so please check regularly. I will respond as soon as possible, but understand that email between 11pm and 8am will most likely wait until the next morning.
- No audible cell phones; if you decide to take the call, please exit the classroom to talk.

Academic Integrity

- Trust
Student-Teacher relationships are built on trust. Students must trust that teachers have made appropriate decisions about the structure and content of the courses they teach. And, teachers must trust that the assignments which students turn in are theirs. Acts which violate this trust undermine the educational process.
- Plagiarism:
All work produced in this course must be original and created by the student. First infraction will result in a failure for the course and a report to the office of the Dean.
- Collaboration:
Collaborative work and discussion is encouraged. Instructor must be notified of student's intention to collaborate on assignments well ahead of that assignment's deadline.

Instructor will determine whether or not collaboration will be allowed. Upon assignment completion, there must be documentation of each member's contribution to the finished assignment. The instructor reserves the right to award members of the collaboration different grades.

Project Assignment Schedule:

Projects are due on the date that matches the end of their time block. For example, the first traditional assignment "Bouncing Ball" is due Sep 7th not Sep 14th. Readings are supplied for student's use in relation to project assignments. Discussion about readings will not occur unless otherwise notified during the class time in which they are handed out.

Book Key:

ASK = The Animator's Survival Kit (Richard Williams)

LM5 = Learning Maya 5 | Foundation (Sybex)

IOL = Illusion of Life Disney Animation (Frank Thomas and Ollie Johnston)

TFA = Timing for Animation (Harold Whitaker and John Halas)

Date	Traditional	Maya	Reading	
Sep – 1	Bouncing Ball (10pts)		ASK pps 35-39, 41-45	
Sep – 8		3 small models (15pts)		
Sep – 15	Walk cycle (20pts)		ASK pps 61-67, 102-117	
Sep – 22		Squash and stretch exercise (25pts)	LM5 pps 28-53	
Sep – 29	Anticipation (20pts)		ASK 273-284 TFA 50,51,58,59	
Oct – 6		Walk cycle (25pts)	ASK pps 136-163	
Oct – 13		Secondary Action (20pts)		TFA pps 60-62
Oct – 20				
Oct – 27		Demonstrate emotion (25pts)	IOL pps 49, 473-478, 507 TFA pps 120, 121	
Nov – 3	Final animation story board (20pts)		IOL pps 423, 424, 492, 493	
Nov – 10				
Nov – 17	Shape to Shape (20pts)	Final animation (50pts)		
Nov – 24				
Dec – 1				
Dec – 8				

- changes to syllabus may be made at instructor's best discretion •