

Animation II

Fall 2004

ARTS 4070-01

Tuesday 6:00pm – 9:50pm

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 II is continuation of skills learned during Animation I. This course picks up by utilizing traditional animation to learn more animation concepts, enhance spontaneous creativity, create individual animation style, and develop a unique sense of time, space, and motion. The computer-based assignments will expect students to begin serious artistic vision with animation. Upon completion of this course, students will be prepared for self-driven projects, begin exploration of traditional and computer animation integration into other media, and investigation into more refined aspects of computer animation: modeling, lighting, texturing, or 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:

- 100 earnable points for 2-dimensional assignments
- 120 earnable points for 3-dimensional assignments
- 220 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 22 – 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	220	- 198
B	Good	89.99	- 80	197	- 176
C	Completed	79.99	- 70	175	- 154
D	Poor	69.99	- 60	153	- 132
F	Failure	59.99	- 0	131	- 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 "Walk Cycle" is due Sep 14th not Sep 21st. 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.

Also Keep in mind that Oct 12th will be a Monday schedule not Tuesday schedule, thus we will not meet.

Book Key:

2D A 3D = Principles of Traditional Animation Applied to Computer Animation (John Lasseter, SIGGRAPH 87)

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

AW = The Animator's Workbook

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

POL = The Phenomenon of Life (Christopher Alexander)

POS = The Poetics of Space (Gaston Bachelard)

TACC = Tricks to Animating Characters with a Computer (John Lasseter SIGGRAPH 94)

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

Date	Traditional	Maya	Reading
Aug - 31		3 small models (15pts)	2D A 3D
Sep - 7	Walk cycle (10pts)		ASK pps107-116
Sep - 14	Weight (20pts)		AW 74-79 ASK 256-268 TFA 70-73
Sep - 21		Interesting action (25pts)	TACC
Sep - 28	Changes		
Oct - 5	Of Reference (20pts)		POL
Oct - 12		Build scene (25pts)	
Oct - 19	Final animation story board (20pts)		IOL 423, 424, 492, 493 TFA 14-17
Oct - 26			
Nov - 2		Final animation (55pts)	ASK pps 339
Nov - 9	Inside Out to Outside In (30pts)		POS pps 211,212
Nov -16			
Nov - 23			
Nov - 30			
Dec - 7			

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

