

Animation I

Fall 2005

ARTS 4060-01

Tuesday, Friday 10:00am- 11:50am

Sage Lab, VAST Studio 2411

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"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 a student designed animation.

Supplies:

Required:

- 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.
- Williams, Richard. The Animator's Survival Kit. Faber and Faber, London and New York. 2001. ISBN: 0-571-20228-4 – This book is a valuable resource, as well as demonstrating many concepts from this course. Amazon or half.com should have some good used copies. The book store should also carry this title.
- Drawing materials – newsprint, a heavier weight paper, one more of the following: pencil (soft), graphite sticks, charcoal (any form), conté crayon, or India ink with brush or nib. You may want to split a large drawing pad with someone else to defray the cost.
- Inexpensive portfolio for turning in drawings, or some other reasonable solution. These will be returned after each month, so you will be able to use the same one multiple times.

Suggested:

- Cybex. Learning Maya Fundamentals. – While this book is not required, it contains several examples learning the basics of Maya through examples.

Important Points:

Be on time:

Attendance will be taken every class. Excused absences must be cleared and accepted on instructor's conditions before the start of class by phone, email, or in person. See Grading and Excuses for further explanation.

Excuses:

Excuses pertaining to anything are only acceptable in the following four scenarios: death of family member, a note from doctor or documentation of hospitalization, viable religious observance, and presentation or exhibition of academic work or research at a conference, symposium, gallery, museum, etc.

Responsibility:

It will be the student's responsibility to keep track of their performance and all aspects pertaining to it, this includes accepting responsibility for previous actions, attendance, and performance.

Procrastination:

Waiting until the last minute would not be advisable in this course. Animation does not have a "quick solution," and you will have several difficulties when rushing through it.

Studio Format/ Work Load:

This course does not require everyday attention, although it is a studio course and will require six to ten hours of work outside of class each week on average.

E-mail:

E-mail 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 10 pm and 8am will most likely wait until the next morning.

Cell Phone:

No audible cell phones; if you decide to take the call, please exit the classroom to talk.

Computing:

Instant Messenger and/ or other open non-class related applications; if you running any extraneous distracting applications other than what is being taught and you ask for help, then you may be denied the help until you start paying attention.

Studio Critique:

Monitors/ Laptops/ etc:

- All audio/visual devices other than the equipment being used to present work will be turned off.
- Refusal to turn off monitors, close laptops, etc will result in receiving an absence for that day.

Participation:

- You will be required to speak and present your work.
- You will also be required to speak about your colleague's work.
- A simple like, dislike, or opinion must be followed with substantiating reasons.
- Please give positive feedback. Our class has a mix of disciplines, and not everyone is accustomed or prepared for a full critique forum.
- Allow everyone a chance to speak.
- Use common sense and play nice: don't interrupt, do wait for your turn, etc.

Ideas:

- Ideas that cause any physical or emotional harm to the student or anyone else will not be accepted.
- All other ideas will be accepted for conversation.
- A student may excuse themselves for a short duration if there is a conflict of religious beliefs with the content presented.

Grading:

Assignments:

- WebCT
 - All assignments, grades, and written comments will be dispersed through WebCT.
 - Read the assignment and follow it exactly, this includes where to turn in assignments and their formatting requirements.
 - Additional samples or supplementary materials not specifically required may be in any cross platform format.
 - Assignments will be due on the date listed in WebCT regardless of whether they were officially assigned in class.
 - Question? Ask it.
- Assignments are due at the beginning of class.
- Ten percent of an assignment's total points will be deducted per day late. Days are calculated by the time an assignment is due. After ten days, an assignment will be graded with a zero.
- Voluntary extra assignments for an increase in a final grade will not be entertained or accepted.
- Redoing an assignment for a potentially higher score is acceptable only if the assignment was originally turned in on time.

Attendance:

- Attendance is mandatory and taken at the beginning of class. Tardiness will be calculated when either of the following happens first: the end of opening announcements or ten minutes.
- Only disputes brought to the instructor's attention within one week of the infraction will be considered and discussed. All other disputes will not be considered.
- Attendance and tardy final grade modifications as follows:
 - Each three tardies equal one absence.
 - Each three absences equal reduction of total points by the equivalent of one letter

grade.

Overall:

- Grades will be based on an appropriate level for continuation into an industry related profession.
- 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 has the potential to raise or lower your grade.
- Incompletes will only be granted for the death of family member during the semester, note from doctor or documentation of hospitalization representing a significant period of time.
- No additional work after the conclusion of a semester will be accepted for a change of grade.
- There is no rounding of the thousands place.

Grade	Expectations	Percentage	
A	Consistent outstanding work, presentation and effort, turned in on time.	100	- 90
B	Good work, presentation and effort presented on time.	89.99	- 80
C	Most work presented on time, some participation and effort.	79.99	- 70
D	Some work presented on time, little participation and effort.	69.99	- 60
F	Failure	59.99	- 0

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 assignment “Bouncing Ball” is due Sep 6th not Sep 9th. Readings are supplied for students’ use in relation to project assignments. Discussion about readings will not occur unless otherwise notified during the class time in which they are assigned. All of the listed pages in the chart below are from The Animator’s Survival Kit referenced in the required materials above. Short handouts may also appear on WebCT as a .pdf in connection to an assignment.

Day	in Class	assignments	reading
30-Aug	Intro, 2D anim, Maya Nav.		Bouncing Ball
2-Sep	No Class–Shawn in Austria		Draw 1
6-Sep	Crit BB, talk T, modeling	Timing/ Space	
9-Sep	modeling		
13-Sep	modeling, deformers		
16-Sep	Crit T/S, Basic Animation		Poly Models
20-Sep	Basic Animation, WIC		
23-Sep	WIC		
27-Sep	WIC		
30-Sep	Critique PM, discuss WC	Walk Cycle	
4-Oct	Light, Camera, Render		Draw 2
7-Oct	Texturing		
11-Oct	No Class - Mon Schedule		
14-Oct	Critique WC, Texturing		
18-Oct	Bones, IK	Scene	
21-Oct	IK, Animation		
25-Oct	WIC		
28-Oct	WIC		
1-Nov	Critique Scene		
4-Nov	Batch Render, Skin, Rig		
8-Nov	Skin, Rigging, Animation		
11-Nov	Critique Story Board		
15-Nov	WIC		
18-Nov	WIC		
22-Nov	In Progress Critique		
25-Nov	No Class - Thanksgiving		
29-Nov	WIC		
2-Dec	WIC		
6-Dec	In Progress Critique		
9-Dec	Last WIC		
Dec	Project Due		
Dec	Critique		

- Changes to syllabus may be made at instructor's best discretion with notification to the student •