

# Animation I

Spring 2005

ARTS 4060-01

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

Sage Hall VAST Studio 2403

Shawn Lawson

Email: lawsos2@rpi.edu

Phone: 518 276 2206

Office: West Hall 304

Office Hours: Tuesday 12pm – 2pm, 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 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 an invaluable resource, as well as demonstrating many concepts from this course. Amazon or half.com should have some good used copies.

## **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.
- Instant Messenger and/ or other open non-related applications; if you running 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.

### **Academic Integrity**

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- 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 and Attendance Grading:**

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- 225 total earnable points from projects
- 10 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 10% – 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 than an appeal may raise or lower your grade.
- There is no rounding of the thousands place

		Percentage		Total Points	
A	Excellent	100	- 90	225	- 202.5
B	Good	89.99	- 80	202.4	- 180
C	Completed	79.99	- 70	179.9	- 157.5
D	Poor	69.99	- 60	157.4	- 135
F	Failure	59.99	- 0	134.9	- 0

## Project Assignment Schedule:

Projects are due on the date that matches the end of their time block. For example, the first assignment “Test Drop Box” is due Jan 18<sup>th</sup> not Jan 25<sup>th</sup>. 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 assigned. All of the listed pages in the chart below from The Animator’s Survival Kit referenced in the required materials above. Short 1-5 page handouts may also occur on rare occasion.

Day	in Class	assignments		reading
18-Jan	Intro, 2D anim	Test Drop Box	Bouncing Ball	35 - 44
21-Jan	intro Maya, simple anim	Timing/ spacing	Bouncing Ball	45 - 101
25-Jan	look at BB, talk T			
28-Jan	modeling	Walk Cycle	Poly Models	102 - 155
1-Feb	look T/S, modeling, deformers			
4-Feb	WIC	Secondary Action	S and S	226 - 230
8-Feb	look PM, talk WC			
11-Feb	Maya anim	Shape to Shape	Character	315 - 325
15-Feb	look WC, anim			
18-Feb	Lighting, talk SA	Scene	Character	333 - 339
22-Feb	NO CLASS - Mon Schedule			
25-Feb	look SS, Cameras, IPR	Final Animation	Character	333 - 339
1-Mar	look SA, Shaders, Texturing			
4-Mar	Texturing, Rendering	Test Render	Character	315 - 325
8-Mar	Bones, IK			
11-Mar	Bones, IK, WIC	Story Board	Character	315 - 325
	spring break			
22-Mar	Skinning, Rigging	Final Animation	Character	315 - 325
25-Mar	WIC			
29-Mar	Review C, talk Story Board	Final Animation	Character	315 - 325
1-Apr	NO CLASS - S in Chicago			
5-Apr	look C	Final Animation	Character	315 - 325
8-Apr	look at SB			
12-Apr	WIC	Final Animation	Character	315 - 325
15-Apr	WIC			
19-Apr	WIC	Final Animation	Character	315 - 325
22-Apr	review			
26-Apr	WIC	Final Animation	Character	315 - 325
29-Apr	WIC			
3-May	Final Critique	Final Animation	Character	315 - 325
13-Apr	last day of exams			

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