Course and Section Number:
ARTV-1303-81501: Basic Animation
ARTV-1003-81008: Basic Animation

Semester:
Fall 2013 (8/26/13 - 12/12/13)

Credit Hours:
3 credit hours

Class Meeting Days and Times:
Monday evenings: 5:40PM – 9:30PM

Room:
Room T255

Instructor Information:
Instructor’s name: David Brehm
E-mail address: dbrehm@dccc.edu
Richland phone: 972-238-6140 (ACCESS Office) - leave message
Office Number: A110 - ACCESS Office
Mail Box Location: A110 - ACCESS Office

Prerequisite:
Suggested prerequisite – IMED 1301: Introduction to Digital Media

Course Description:
Examination of animation concepts, principles, and storyboard for basic production. Emphasizes creating movement and expression utilizing traditionally or digitally generated image sequences.

End-of-Course Outcomes:
Demonstrate animation principles; communicate conceptual ideas through storyboards; execute animation sequences; and develop artwork using traditional or digital tools.

SCANS Skills:
The Secretary's Commission on Achieving Necessary Skills (SCANS) was appointed by the Secretary of Labor to determine the skills people need to succeed in the world of work. Richland College is determined to prepare you with the knowledge and skills you need to succeed in today's dynamic work environment. Towards this goal, these workplace competencies and foundation skills have been designed into the curriculum for this course:

- Creative Thinking - generates new ideas
- Decision Making - specifies goals and constraints, generates alternatives, considers risks, and evaluates and chooses best alternative
- Visualize (Seeing Things in the Mind's Eye) - organizes, and processes symbols, pictures, graphs, objects, and other information
- Reasoning - discover a rule or principle underlying the relationship between two or more objects and apply it when solving a problem
Applies Technology to Task - understands overall intent and proper procedures for setup and operation of equipment

**Required Lab:**
Students are required to spend at least 2 extra hours per week outside of class working on student projects. Lab assistants and faculty are usually in the lab to answer questions, however multimedia tutoring is not available in the lab.

**Lab Hours:**
The Multimedia Learning Center (972-238-6001) is located in Thunderduck Hall, T246 and is for all currently enrolled Multimedia and Game students to use for Multimedia and Game class work and projects.

For the current lab hours, go to [http://www.rlc.dcccd.edu/multimedia/](http://www.rlc.dcccd.edu/multimedia/) and look in the bottom right corner of the page.

The other computer labs on campus for credit student use are in Del Rio, D229 and Wichita, WH159.

All Multimedia (credit and continuing education) students must show a Student ID Card to use the lab and check out any equipment. IDs are available in Thunderduck Hall, T141.

**Textbooks:**

**Required Textbook:**
Adobe Flash Professional CS6 Classroom in a Book
Adobe Creative Team
978-0321822512
Peachpit

**Optional Textbook:**
Character Animation Crash Course!
Eric Goldberg
978-1879505971
Silman-James Pr

**Supplies:**

**Required Supplies for all Courses:** headphones, jump drives, external hard drives or blank CD-Rs/DVDs.

**Course Outline:**

<table>
<thead>
<tr>
<th>Lecture/Unit</th>
<th>Topic</th>
<th>Assignment</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Overview</td>
<td>Syllabus &amp; ftp</td>
<td>Student Acknowledgement</td>
</tr>
<tr>
<td>2. History of Animation</td>
<td>Lecture History and Technology</td>
<td>Watch Animated Feature &amp; write a paper comparing to examples in class</td>
</tr>
<tr>
<td>3. Flash interface</td>
<td>Action Breakdown Persistence of Vision</td>
<td>Create an object into a Movie Clip symbol and animate using Motion Tween</td>
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<tr>
<td>4. Weight &amp; Timing</td>
<td>Physics -Animate on Arcs, Ease in/out, Speedline Blurs</td>
<td>Create 2 animations using squash &amp; stretch</td>
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<tr>
<td>5. Rotoscopying</td>
<td>Build a Character in Flash</td>
<td>Clean up rough character symbols utilize proper pivot points</td>
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<tr>
<td>6. Pose to Pose</td>
<td>Understanding how the body moves</td>
<td>Create Walk Cycle</td>
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<tr>
<td>7. Character Design</td>
<td>Lecture: Creating a character, selling an idea for a series, show bible</td>
<td>Create a Character Sheet with poses</td>
</tr>
<tr>
<td>8. Follow thru</td>
<td>Animation Principles</td>
<td>Character Jumping &amp; Falling, using</td>
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</tbody>
</table>
9. Snap  Creating energy in animation  Principles learned
Create 3 varieties of blinking

10. Sound Breakdown  Create mouth positions & sequence stills to sound  Sound & Audio – create lipsync

11. Technical Animation  Create special effects with straight thru animation Lightening, Fire, Smoke & Water  Create a sequence in Flash using straight thru animation of an organic effect

12. Final Project  Putting it all together – French Cafe (or Diner) scene  Given a sound track, students will create 2 characters and animate them to the track.

**Grading Procedure:**
Grades will be based on timely completion of assignments, effort, demonstrated skill, originality, participation and organization.

**Grading Legend**

<table>
<thead>
<tr>
<th>Grade</th>
<th>Points Breakdown</th>
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</thead>
<tbody>
<tr>
<td>A</td>
<td>90 – 100%</td>
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<tr>
<td>B</td>
<td>80 – 89%</td>
</tr>
<tr>
<td>C</td>
<td>70 – 79%</td>
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<tr>
<td>D</td>
<td>60 – 69%</td>
</tr>
<tr>
<td>F</td>
<td>0 – 59%</td>
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</table>

**Points Breakdown**

<table>
<thead>
<tr>
<th>Unit I</th>
<th>25%</th>
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<tbody>
<tr>
<td>Unit II</td>
<td>25%</td>
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<tr>
<td>Unit III</td>
<td>25%</td>
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<tr>
<td>Unit III</td>
<td>25%</td>
</tr>
<tr>
<td>TOTAL</td>
<td>100%</td>
</tr>
</tbody>
</table>

**PLEASE NOTE!** Grade reports are no longer mailed. Convenient access is available online or by telephone. Use your student identification number when you log in to eConnect or call Touch Tone Services. Web Site address: [http://econnect.dcccd.edu](http://econnect.dcccd.edu) Telephone number: 972-613-1818.

**Academic Calendar:**
**Monday - Friday Classes Calendar (08/26/13 - 12/12/13)**

**Drop Date:**
September 9 (M) is the last day to drop from this course without receiving an automatic "W" and without the course reflecting on your transcript.

**Withdrawal Date:**
November 14 (R) is the last day to withdraw from this course with an automatic "W".

**Richland College's Quality Enhancement Plan ~ Learning to Learn: Developing Learning Power**
Richland College is piloting its Quality Enhancement Plan (QEP) in select classes. The QEP provides techniques, practices, and tools to help students develop the habits, traits or behaviors needed to be effective and successful lifelong learners in college and in life. For more information, please log onto [http://www.richlandcollege.edu/qep2013/](http://www.richlandcollege.edu/qep2013/).

**Academic Progress:**
Students are encouraged to discuss academic goals and degree completion with their instructors. Specific advising is available throughout the semester. Check [7Steps2Success](http://www.richlandcollege.edu/qep2013/) for more details.
Institutional Policies:

Classroom Policies:
Please read the following classroom policies listed below.

Attendance Policy:
In order to be successful, students must attend and participate in enrolled courses.

While Richland College does not have a formal attendance policy, students are expected to attend class regularly. If you know you will be missing classes this semester, please speak to your instructor about days you will be missing so you can receive information on the missed lessons and assignments.

If you are unable to attend class, please email the instructor or leave a message for the instructor at the ACCESS Office at (972) 238-6140 BEFORE THE CLASS BEGINS.

It is imperative students arrive to class on time and remain in class the entire session each week.

Food and Drink Policy:
Except where otherwise determined by a faculty member, no eating or drinking is allowed in the classroom.

Web Server Posting Policy:
The Richland Student Web Server is open to all users of the World Wide Web. Any information students or instructors place in their files is readable by any user of the World Wide Web.

Computer/Internet Use Policy:
Currently enrolled Richland College Multimedia and Game students have access to the Multimedia Lab and classroom computers for Multimedia/Game educational and instructional purposes only. Please use the Del Rio Computer Lab (D229) or the Wichita Computer Lab (WH159) for other school-related assignments and non-Multimedia activities.

Students using their own laptops must use the wireless connection in the Thunderduck Hall building and cannot use the Multimedia lab and classroom computer data lines to access the Internet.

You are required to show your Richland Student ID when requested by lab personnel. You are expected to follow lab policies as well as the Student Code of Conduct specified in the catalog. If the link does not work for you (ie: you have a hard copy of the syllabus), copy/type this url into your browser window: http://www.richlandcollege.edu/conduct/

Safety Policy:
Students should participate in this class in a safe, appropriate manner. We occasionally have to step over cords for the multimedia cart and/or computer equipment. We also need to watch out for boxes and paper, students’ backpacks, etc. Students should begin to build good computing habits, designed to prevent eyestrain, carpal tunnel syndrome, etc.

Handheld Devices Policy:
Please turn OFF all electronic devices during class.

Participation Policy:
Course participation is required. Ask questions and be involved with the lesson.
Students should not surf the Net, play games, send emails or work on unrelated homework/projects during class. Students should not disturb your neighbors during lectures and demos.

**End of Each Class Policy (for face-to-face classes):**

When you leave class for the day, please...

1. Delete all your files from your workstation and empty the trash.
2. Shut down your computer using Windows Shut Down.
3. Turn off your monitor after computer has COMPLETELY shut down.
4. Pick up and throw away any trash around your seat.

**Attention Continuing Education Students:**

To receive a certificate for this course, you must make a grade of "C" or higher as a final grade. A grade average of 69% or lower is failing.

Continuing Education will not mail your certificate to you. If you do not receive your certificate the last day of class you will have to pick up your certificate at the Continuing Education Front Desk, T160.

**Multimedia and Game Web Sites:**

http://www.richlandcollege.edu/multimedia
http://www.rlc8.dcccd.edu/game/

The Multimedia Learning Center is part of the Richland College School of Engineering, Business and Technology. Office: Bonham 101 • Phone: 972.238.6210.

**Disclaimer reserving right to change syllabus:**

The instructor reserves the right to amend this syllabus as necessary.

**Student Acknowledgement:**

Please download, read and sign this Student Acknowledgement and turn it in to your instructor. Or you can paste this URL into your browser window:

http://www.mmlab2.rlc.dcccd.edu/calendar/StudentAcknowledgement.pdf