Design III – Basic Animation Syllabus
Richland College

Instructor Information
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Office Hours: TBA
Division Office and Phone: School of Engineering and Technology, 972-238-6210

Course Information
Course Title: Design III – Basic Animation
Course Number: ARTS-2311
Section Number: 83704
Semester/Year: Spring 2020
Credit Hours: 3
Class Meeting Time:
Class Location: Thunderduck Hall – T255
Certification Date: February 8, 2020
Last Day to Withdraw: April 17, 2020

**Academic Calendar**

**2020 Spring Multimedia/Photography Monday Evening Courses Calendar**

**January 27, 2020 – May 11, 2020**  
Spring 2020 Monday Evening courses only.

MW, TR, MWF day classes, HS classes, regular online classes, Saturday only courses, Evening Flex Term courses and Online Flex Term courses have different calendars.

<table>
<thead>
<tr>
<th>CALENDAR DATE</th>
<th>CALENDAR DATE DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>January 20 (M)</td>
<td>Dr. Martin Luther King, Jr. Day – Holiday</td>
</tr>
<tr>
<td>January 25 (Sa)</td>
<td>First Saturday the Multimedia Lab will be open.</td>
</tr>
<tr>
<td>January 27 (M)</td>
<td>Monday Evening Classes Begin</td>
</tr>
<tr>
<td>February 8 (Sa)</td>
<td><strong>12th Class Day / Census Day for Monday evening classes,</strong> Last day to drop a course without receiving a &quot;W&quot; grade on transcript.</td>
</tr>
<tr>
<td>February 27 - 28 (R-F)</td>
<td><strong>Professional Development Days</strong> - Thursday and Friday day classes will not meet. Friday evening, Saturday and Sunday classes will meet.</td>
</tr>
<tr>
<td>March 16-22 (M-Su)</td>
<td>Spring Break</td>
</tr>
<tr>
<td>April 10 (F)</td>
<td>Holiday</td>
</tr>
<tr>
<td>April 17 (F)</td>
<td><strong>Final Withdraw Date:</strong> Last Day for Monday Evening classes to withdraw with a grade of &quot;W&quot;.</td>
</tr>
<tr>
<td>May 11 (M)</td>
<td><strong>Final Exam Day for Monday Evening courses</strong></td>
</tr>
<tr>
<td>May 14 (R)</td>
<td><strong>Semester Ends.</strong></td>
</tr>
</tbody>
</table>

**Course Prerequisites**

Recommended prerequisites for Art Majors, ARTS 1311, ARTS 1312, ARTS 1316, and ARTS 1317.
Course Description
This course will focus on two- or three-dimensional projects in a special topics area. Emphasis is on individual expression. This course may be repeated if topics and learning outcomes vary.

Student Learning Outcomes
Demonstrate animation principles; communicate conceptual ideas through storyboards; execute animation sequences; and develop artwork using traditional or digital tools.

- 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*

Texas Core Objectives
The College defines essential knowledge and skills that students need to develop during their college experience. These general education competencies parallel the Texas Core Objectives for Student Learning. In this course, the activities you engage in will give you the opportunity to practice two or more of the following core competencies:

1. **Critical Thinking Skills** - to include creative thinking, innovation, inquiry, and analysis, evaluation and synthesis of information
2. **Communication Skills** - to include effective development, interpretation, and expression of ideas through written, oral, and visual communication
3. **Empirical and Quantitative Skills** - to include the manipulation and analysis of numerical data or observable facts resulting in informed conclusions
4. **Teamwork** - to include the ability to consider different points of view and to work effectively with others to support a shared purpose or goal
5. **Personal Responsibility** - to include the ability to connect choices, actions, and consequences to ethical decision-making
6. **Social Responsibility** - to include intercultural competence, knowledge of civic responsibility, and the ability to engage effectively in regional, national, and global communities

**Required Lab Hours:**
This course contains lecture and lab components, both held during the posted class times. Students may need to put in additional time in the Multimedia Learning Center to complete assignments.

Students are required to spend extra hour(s) per week outside of class working on student projects.

See Schedule of Classes for the exact number of hours per week.

**Multimedia Learning Center Lab Information and Hours of Operation:**
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.

Lab assistants and faculty are usually in the lab to answer questions, however *multimedia tutoring is not available in the lab.*

**LAB HOURS**
Mon-Thurs, 9 a.m.-9:45 p.m.; Fri, 9 a.m.-4:45 p.m.;
Sat (Spring & Fall), 12 p.m.-4:45 p.m.; Sat (Summer), closed;
Sun: closed

Lab is closed for the same Holidays as the College.
The Lab may close between semesters.
The Lab may be used as a Classroom at various times during the year and will not be available to drop-in students.

The other campus computer lab for credit student use is Del Rio, D229, which has longer lab hours.

*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 at the Office of Student Life in El Paso Hall, E040.*
Required Course Materials

Textbooks:

Optional:
Title: Adobe After Effects CC Classroom in a Book (2019 release)
Author: Lisa Fridsma & Brie Gyncild
ISBN: 978-0135298640
Publisher: Peachpit

Optional:
Title: Character Animation Crash Course!
Author: Eric Goldberg
ISBN: 978-1879505971
Publisher: Silman-James Pr

Supplies:

Required Supplies for all Courses: headphones and some kind of external storage: jump drives, external hard drives, blank CD-Rs/DVDs or cloud storage like Dropbox.

You will need some means of storing and backing up the digital files for your assignments. Multiple locations for storage and backup are always preferable to only one storage location. You should consider using several of these types of storage:

• A local directory on your home or laptop computer, if you have a computer.
• A portable electronic storage device such as a USB jump drive or a portable hard drive.
• An online storage service such as Dropbox.
• An online backup service such as iDrive.com.

Note: A student of this institution is not under any obligation to purchase a textbook from a university-affiliated bookstore. The same textbook may also be available from an independent retailer, including an online retailer.

Graded Work

The tables below provide a summary of the graded work in this course and an explanation of how your final course grade will be calculated.
Summary of Graded Work

<table>
<thead>
<tr>
<th>Assignments</th>
<th>Points</th>
<th>Points Totals</th>
</tr>
</thead>
<tbody>
<tr>
<td>Class Work (6)</td>
<td>50</td>
<td>300</td>
</tr>
<tr>
<td>Tests / Projects (4)</td>
<td>150</td>
<td>600</td>
</tr>
<tr>
<td>Class Participation</td>
<td>100</td>
<td>100</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td></td>
<td><strong>1,000pts</strong></td>
</tr>
</tbody>
</table>

Final Grade

<table>
<thead>
<tr>
<th>Points</th>
<th>Percentages</th>
<th>Letter Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>900-1,000</td>
<td>90-100%</td>
<td>A</td>
</tr>
<tr>
<td>800-899</td>
<td>80-89%</td>
<td>B</td>
</tr>
<tr>
<td>700-799</td>
<td>70-79%</td>
<td>C</td>
</tr>
<tr>
<td>600-699</td>
<td>60-69%</td>
<td>D</td>
</tr>
<tr>
<td>0-599</td>
<td>0-59%</td>
<td>F</td>
</tr>
</tbody>
</table>

Description of Graded Work

1) Photoshop
   a) GIF - Shapes and Scale
   b) Rotoscope - transforming video to animation
   c) Test / Project - Use both techniques for a creative project

2) Premiere
   a) Storyboarding
   b) Stop-motion
   c) Test / Project - Follow your storyboard to create a stop-motion video

3) After Effects
   a) Motion Graphic - animating transform tools, parenting, simple expressions
   b) Composite - keylight 1.2, masks
   c) Test/ Project - Motion graphic opening with short experimental animation

4) Animate
   a) Walk cycle - frame by fame
   b) Squash and stretch - motion tweening
   c) Test/ Project - Use these techniques in a 3- scene narrative
**Class participation** is graded at the end of the semester. The assessment is based on individual students’ participation throughout the semester. In order to earn an “A” for this assignment students are expected to:

1. Add to class discussions
2. Be attentive and distraction free during lectures, screenings and critiques
3. Do not leave class early or arrive late, doing so will not only affect your participation grade, but per the attendance policy you can risk lowering your grade due to accumulating absences.

**Class Assignments**

1. Class assignments will be graded based on creativity and technical skill.
2. The instructor will give a demo in class and students will be expected to use that information to create their own iteration of the demo.
3. Class assignments will be assigned during class time. At times students may use time outside of class to finish assignments.

**Tests / Projects**

1. Test will be given during class. Tests can also be described as projects.
   - Students are expected to use information and topics covered in each section (Photoshop, Premier Pro, After Effects etc. etc.) to create a finished project.

**Attendance and Your Final Grade**

One unexcused absence will be tolerated. Any unexcused absences after that will lower your final grade by 10%. You will need proper documentation for any excused absences. Working on assignments unrelated to this course will result in the instructor asking you to leave and you will be counted as absent.

**Late Work Policy**

I will not accept any late work. If you miss class it is up to you to contact a classmate and or look on Blackboard for the day you missed. Follow any instructions listed.

**Grade Reports**

Final grade reports are not mailed to students. You may view your final grades via eConnect. From the Current Credit Student menu, select “My Grades” under “My Personal Information.” If you are not already logged in, you will be prompted to do so. Select the grade type you wish to review. Press the submit button, and all grades for the selected grade type will be shown.
Other Course Policies

Do no use any electronics (cell phones, computers, etc.. etc... ) during screenings, lectures or critiques.

Institutional Policies

Institutional Policies relating to this course can be accessed using the link below. These policies include information about tutoring, Disabilities Services, class drop and repeat options, Title IX, and more.

Richland Institutional Policies (http://www.richlandcollege.edu/syllabipolicies)

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Classroom Policies

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, Game, and Photography students have access to the Multimedia Lab and classroom computers for Multimedia/Game/Photography educational and instructional purposes only.

Please use the Del Rio Computer Lab (D229) for other school-related assignments and non-Multimedia/Game/Photography 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.

Course Schedule

<table>
<thead>
<tr>
<th>Week</th>
<th>Topic - Lecture - Screenings</th>
<th>Work Due</th>
<th>Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>Introductions - Syllabus -Photoshop Intro</td>
<td></td>
<td>1/27</td>
</tr>
<tr>
<td>2.</td>
<td>GIFs in Art</td>
<td>GIF</td>
<td>2/3</td>
</tr>
<tr>
<td>3.</td>
<td>Rotoscopying - then and now</td>
<td>Rotoscope</td>
<td>2/10</td>
</tr>
<tr>
<td>4.</td>
<td>Studio - Test</td>
<td>Test /Critique</td>
<td>2/17</td>
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<tr>
<td>5.</td>
<td>Design theory - Composition</td>
<td>Storyboard</td>
<td>2/24</td>
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<tr>
<td>6.</td>
<td>Stop - Motion</td>
<td>Stop - Motion</td>
<td>3/2</td>
</tr>
<tr>
<td>7.</td>
<td>Studio - Test</td>
<td>Test /Critique</td>
<td>3/9</td>
</tr>
<tr>
<td>8.</td>
<td>SPRING BREAK</td>
<td>NOTHING DUE</td>
<td>3/16</td>
</tr>
<tr>
<td>9.</td>
<td>Animating shapes</td>
<td>Motion Graphic</td>
<td>3/23</td>
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<tr>
<td>10.</td>
<td>Multiples and Scale</td>
<td>Composite</td>
<td>3/30</td>
</tr>
<tr>
<td>11.</td>
<td>Studio - Test</td>
<td>Test</td>
<td>4/6</td>
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<tr>
<td></td>
<td>Perspective and moving backgrounds</td>
<td>Walk Cycle</td>
<td>4/13</td>
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<tr>
<td>13.</td>
<td>Studio Day</td>
<td>Work on Final project</td>
<td>4/27</td>
</tr>
<tr>
<td>14.</td>
<td>Studio - Test</td>
<td>Test / Critique</td>
<td>5/4</td>
</tr>
<tr>
<td>15.</td>
<td>Finals - No Class</td>
<td></td>
<td>5/11</td>
</tr>
</tbody>
</table>

10/21/19 Version