

**HOWARD UNIVERSITY**  
**DEPARTMENT OF ART/DIVISION OF FINE ARTS**  
**COLLEGE OF ARTS & SCIENCES**

**2D ANIMATION II**

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CRN 86130-098  
UNDERGRAD Section 01  
F 1:10-4:00 CLASS  
4-7:00 PM STUDIO/LAB  
Fall 2006

GRAD: CRN 85840-288  
Section 01 (3 Credits)  
F 1:10-4:00 CLASS  
4-7:00 PM STUDIO/LAB

**Course Description**

Welcome back to the wonderful world of animation & motion graphics. In this course students will expand upon skills and techniques developed in 2D Animation 1. As with the previous course, we will explore the art of animation, primarily that of traditional, and experimental two-dimensional animation, but focus on creating a final product: a highly polished digital animation short. The course (primarily an independent study) will briefly explore advanced motion graphics, compositing, animation techniques. Students will discuss and critique films by professional animators, filmmakers, and artists and seek new methods of merging animation art, video and digital technology. Students will work on a variety of lessons and activities and independently throughout the semester on one intense animated production. *Note:* This course is an elective for Electronic Studio majors and minors.

**Prerequisites:** Signature/Permission only. All students must have taken and successfully passed the following courses: Computers In the Arts, Desktop Web Publishing and Animation I, as well as other foundation courses in Electronic Studio, Art (including Design) such as Photography or Film I, and classes in Television and Film.

## **COURSE GOALS:**

1. Students will learn advanced techniques and applications for basic digital animation and production.
2. Students will create a portfolio (CD-R or DVD-R) of small video animation projects and one final digital animation project.
3. Through a series of group and individual projects, students will incorporate 2D digital animation with digital imaging/video concepts.
4. To further introduce students to the concepts of streaming media, animation and motion graphics industry. Through active learning strategies such as lessons, tutorials, and critiques, students will be able to produce basic animation and motion graphics.
5. To engage students in research and discussion of work by professional film/video makers, designers, visual artists, web artists, animators, and others who use animation and motion graphics and technologies in their work.
6. Also, for students to understand animation principles such as timing, frames, dialogue, sound synchronization, working with narratives/scripts & concepts; character development and character animation.
7. To focus on working between various advanced animation methods; traditional, stop-motion and digital.
8. Students will understand and create advanced animation projects between different software programs including the final output to video, print, CD ROM and/or the internet.

## **COURSE OBJECTIVES:**

Upon successful completion of this course, students will be able to:

- Use cell and path animation techniques.
- Use animation software to create animation using motion/shape tweening & morphing
- Use sound processing software.
- Appropriately use vocabulary of animation terms and techniques.

- Write scripts & storyboards; develop concepts and narratives for animation.
- Use a variety of hardware peripherals used in computer graphics.
- Apply file management and data storage options including import/export/publishing considerations.
- Assemble an entry-level portfolio of short animation projects and examples.
- Use the basic motion graphic and animation tools in Flash MX.
- Incorporate basic ActionScript functions and use of symbols (Movie Clip, Graphic, Button).
- Assemble an entry-level portfolio of one three to five minute animated production using Flash MX, and/or Adobe Premiere, Adobe Image Ready, Photoshop, & After Effects.
- This portfolio (of the final project & other animation) must be presented via a CD-ROM, DVD, or website that you are required to create and host via the Department.

### **Instructional Methods**

A variety of tutorials, exercises and projects will be provided using several software applications. Current information pertaining to digital video editing, video art, and compositing will be included in an effort to remain abreast of trends and technology. Case studies and examples from a variety of related industries will be provided. The methods listed are to fulfill the objectives of the course. Students will engage in the research and practice of basic digital video editing, video art & production techniques; written and video assignments that demonstrate success in application of video techniques, creative experimentation and problem solving. You will learn by participating in a wide range of activities, including those listed below:

1. Portfolio: Based on small animation projects, lessons, exercises and a final 30-second to 1-minute final video project. A Compilation of all projects into professional DVD, CD-R and website.
2. Journal/Sketchbook for Written Assignments: Copying, taking notes; writing treatments, scripts, production schedules, etc; research, as well as screenings inside and outside of class. Drawings, sketches and other visual brainstorming and planning of projects.
3. Tutorials: Practical usage of animation software, hardware

4. Animation/Motion Graphics Exercises: Creating visual solutions solve a specific animation problem, or demonstrate animation concepts and principles.
5. Critiques: Typed critiques of projects, films/videos and class trips to see view animated films, exhibitions.
6. Class Participation & Collaboration: Collaborating with classmates to produce animation projects and for participate in the animation production process.

### **Grading Factors:**

- Accepted Project Proposal (Typed) = **5 %**
- Character Study & Scene = **10 %**
- Storyboards = **10 %**
- Research Project (typed/web) = **10%**
- \* Submission to Show/Exhibition (TBA) = **5%**
- Final Script = **10%**
- Final Project (3-5) minutes = **10%** \* submitted on time
- Final Project Exam/Critique (Group/Individual) = **10%**
- \*\* Final Project on website, DVD/CD-ROM and Mini-DV cassette = **10%**
- Studio/Participation = **5%**
- Critiques, Field trips to see films/exhibitions (TBA) = **5%** (written)
- Tutorials/Lessons = **5 %**
- Attendance = **5%**

\*Submission to Gallery of Art Student Art show, Paul Robeson Student Competition or other approved film/video competition, contest and/or website. By specified deadlines and/or the end of semester (SEE PROF. FOR DETAILS).

\*\* Must be submitted in various file formats, and on videotape, DVD, mini-DV, CD-R, and prepared for streaming from Department of Art and DVN class website.

**Grading of tutorials, creative projects:** A= Excellent, scores of 90 to 100 reserved for aesthetically sound, well designed artwork that could be included in a portfolio. This is also given for adherence to the instructions for the project as well as meeting deadlines. B= scores 80 to 89, satisfactory completion of most of the projects' instructions, a moderately successful project turned in on time. C= 70 to 79, work

was turned in on time but may be lacking some elements as dictated by the instructions.

The instructor will make an effort to assist students with general principles of video, design and composition. Points may be taken off for late projects. Total Possible Points for Projects: 100%, unless otherwise stated.

### **Required Texts:**

Visual QuickPro Guide to Macromedia Flash MX Advanced for Windows & Macintosh, by Russell Chun, Published by Peachpit Press, ISBN 0-201-75846-6.

Animation: The Mechanics of Motion, by Chris Webster, Focal Press, ISBN 0 240 51666 4.

Hollywood 2D Digital Animation: The New Flash Production Revolution by Sandro Corsaro, Clifford J. Parrott. Publisher: Muska & Lipman/Premier-Trade; 1st edition. ISBN: 159200170X.

### **Recommended Texts:**

Motion Graphic Design and Fine Art Animation: Principles and Practice, by Jon Krasner, Focal Press; Bk & DVD edition (June 30, 2005), ISBN: 0240804821.

Beginner's Final Cut Pro: Learn to Edit Digital Video, by Michael Rubin, published by Peachpit Press, ISBN 0-321-11802-2.

The Animation Book: A Complete Guide to Animated Filmmaking-from Flip Books to Sound Cartoons to 3-D Animation, by Kit Laybourne (New Digital Edition), Three Rivers Press, New York, ISBN0-517-88602-2.

Flash 5 Cartooning, by Mark Clarkson, Published by Hungry Minds, Inc. ISBN 0- 7645-3547-1.

Gardner's Guide to Animation Scriptwriting: The Writer's Road Map by Marilyn Webber, Nic Banks, Bonney Ford, Publisher: Garth Gardner Company; 1 edition (October 1, 2000) ISBN: 0966107594

Animation in the Home Digital Studio: Creation to Distribution (Focal Press Visual Effects and Animation) by Steven Subotnick, Publisher: Focal Press; Book & CD-ROM edition (December 23, 2002), ISBN: 0240804740.

Producing Animation (Focal Press Visual Effects and Animation) by Catherine Winder, Zahra Dowlatabadi, Publisher: Focal Press (May, 2001) ISBN: 0240804120.

After Effects and Photoshop: Animation and Production Effects for DV and Film by Jeff Foster, Publisher: Sybex Inc; Book & DVD RM edition ISBN: 0782143172

Creating Motion Graphics with After Effects, Volume 1: The Essentials (2nd Edition, Version 5.5) by Trish Meyer, Chris Meyer, Paperback. Publisher: Backbeat Books; 2nd Book & CDR Edition ISBN: 1578201144.

The Digital Filmmaking Handbook, by Ben Long & Sonja Schenk, Charles River Media, ISBN 1-58450-017-4.

Editing Techniques with Final Cut Pro, 2nd Edition, by Michael Wohl, Peachpit Press, ISBN 0-321-16887-9.

Digital Video Filmmaker's Handbook, by Maxi Collier, I Film Publishing, ISBN 1-58065-031-7.

Visual Quickstart or other book (approved by me) on After Effects.

These may not be available at the bookstore as of yet, but you should be able to get from Border's Books at the store downtown DC or online at their website usually the same as [www.amazon.com](http://www.amazon.com). You may also visit [www.half.com](http://www.half.com) for books at a significant discount.

### **Requirement Materials**

- \*\* A journal, or "book of notice" (A 3 ring binder w/dividers is recommended to keep this information) and a \*\* sketchbook is required for working out ideas and for keeping notes, readings, critiques, handouts, etc. that will be given.
- \*\* USB Flash (or Jump) Drive. This should be a 250 MB or larger USB Jump Drive. This will replace the usage of zip disks, and will allow you to go from MAC to PC and from computer to computer.

- A pack of about 5-10 (or more) blank CD ROMs (CD-R) for video files.
- Access to a computer, printer and the web, blackboard (for some class assignments, email and critiques) and A DVD-R recordable disk for saving files for submission of final completed projects/portfolio at the end of the course.
- A stopwatch (digital) that shows minutes and seconds (to practice timing); Art supplies for storyboards (such as black illustration boards, pencils, pens, pencils, and black felt tip pens. Xacto knife, spray adhesive colored pencils, etc.) for submission of storyboards, character studies, etc.
- \*\* An external Firewire drive such as the Lacie 20 or 40 GB Firewire & USB-2 Pocket-Drive - 4.2K or another portable Firewire and USB Drive, or another external high speed hard drive (recommended but not required)

**\*\* These MUST be brought to class each day.**

### **Labs and Equipment**

A student must be a registered member of a computer graphics or advertising class in order to use the E Studio lab at non-class times. A valid Howard University ID (with Electronic Studio sticker) must be shown at all times to enter and use labs. For the use of video and/or computer equipment you must leave a valid HU ID, drivers' license and complete a checkout/request form.

**All digital cameras, cables, and other equipment can only be checked out by your Instructor for a 3 hour maximum period per day**, unless otherwise stated. All equipment must be returned and checked by an Instructor. You will need to supply a student ID, and a Driver's License to borrow equipment. **Late fees will be assessed for \$5.00 per day, and you will be charged the full price of the replacement of any equipment that is either unreturned, damaged, missing equipment** (this includes cables, charges, cords, manuals, cords, etc.) You can only check out equipment if you submit a **proposal and written request in advance (usually 1 week)** before you need it and receive Instructors permission. Please plan ahead, and know **that you are fully responsible for any equipment checked out to you.**

## **Classroom/Studio Policies**

No food, candy, gum, drink, etc., hats or cel phones are allowed in the computer lab or during class/studio time. Also, during class and studio time, there is no "surfing the net", checking email or using unauthorized software. Class assignments and/or projects and lesson(s) will be due the following based on the required deadlines, unless otherwise stated. On class trips professional dress is required.

### **PLEASE NOTE:**

Special equipment, project needs, talent, sound, video to various file formats are the student's responsibility. Lost, unsaved or damaged files are no excuse to complete and submit assignments on time. Backing up of coursework is the students' responsibility. Students must back up all files including lessons to additional storage medium (i.e. the computer, CD-R, or DVD-R).

## **Class Participation**

I assign frequent and unannounced classwork to guide group activities, monitor students' learning, obtain feedback on my teaching, and reward thoughtful and consistent class participation. Therefore, since students cannot make up exams or classwork (see below), students who are absent or tardy will miss not only valuable instruction but also credit.

## **Extra Credit**

I will offer extra credit only during the term and only to the class as a whole (especially through extended or more advanced projects and video competitions). Therefore, you cannot improve your grades at the last minute by requesting additional work. Also, if you earn a borderline course average (i.e., 59, 69, 79, 89), you will not receive an additional point to capture the higher grade—unless you earn that grade (or higher) on your final portfolio. Example: If a student with a 79 course average earns a "B" or better on the final project/portfolio, that student will qualify for a "B" on the final grade report. Please note, though, that this policy applies only to course averages ending with "9."

## **Incomplete Grades and Withdrawals**

A grade of Incomplete (I) is given only if an emergency prevents you from submitting the final portfolio. Such an emergency must be documented (with a written note from a doctor) by your dean or advisor. However, if you wish to withdraw from the course, please see me before the Registrar's deadline.

## **Lateness**

I cannot accept late journal entries, projects or homework. However, if you cannot submit the work on time because of an emergency, you should submit a memo in which you document the emergency and ask to be excused from the assignment. (For instance, submit a doctor's note with your memo.) If you experience computer-related problems, you should request a note from a technical assistant and/or you must IMMEDIATELY e-mail [tmelchishua@howard.edu](mailto:tmelchishua@howard.edu) and cc: to [tmelchishua@hotmail.com](mailto:tmelchishua@hotmail.com), as proof and to document your problem and bring in a hard copy of this information within one (1) day of the absence, or return to class.

## **Missed Exams, Crits or Classwork**

There will be no make-up quizzes, projects or make-up classwork. However, if you miss a quiz, crit or other classwork because of a documented and acceptable emergency, you should submit a documented excuse as explained above.

## **Academic Integrity**

Please read the "Academic Code of Conduct," which is published in the Student Handbook or Directory of Classes. If you are suspected of cheating, you must submit your sources and/or make up the assignment in my office. If you are caught cheating, you will receive a "0" for the assignment.

To support a community committed to academic achievement and scholarship, the University advances the principle of honest representation in the work that is produced by students seeking to engage fully in the learning process. Be original and honest and use/create (100%) YOUR OWN digital-based classwork. This includes avoiding copyright/trademark infringement, illegally using, scanning or downloading images, music, software or using images, words, videos, prerecorded music etc. that do not belong to you, or were not created by you. Obey the laws in terms of intellectual property and respect copyright and even if you are not sure if author/work has a copyright. **IF YOU'RE NOT SURE...YOU CAN'T USE IT!**

## **SUPPORT SERVICES**

### **American Disabilities Act (ADA)**

Special Needs: Any student with a documented disability (including learning disabilities) that the student feels may affect classroom

performance should discuss the matter privately with the instructor at the beginning of the semester so that reasonable accommodations can be made.

It is also recommended that the student make contact with the appropriate office for Academic/Student Services for additional assistance with classes and campus activities. Howard University is committed to providing an educational environment that is accessible to all students. In accordance with this policy, students who need accommodations because of a disability should contact the Office for Special Student Services (202-238-2420), as soon as possible after admission to the University or at the beginning of each semester. If you need a special accommodation required by the American Disabilities Act, please document and discuss your disability with me during the FIRST TWO WEEKS of classes.

### **Attendance**

Attendance will be factored into your overall grade. and the lack of attendance and failure to submit all projects and lessons will result in a lowered grade and student will be in jeopardy of failing this course.

**Snow/Inclement weather:** Class does not automatically close when the public schools close. School closings are announced on TV channels 4, 5, 8, and 9 and radio stations, WAL, WPGC, WPFW, WOL, WRC, WTOP, WMAL, WHUR, & WKYS. Also check the web for internet news organizations that list local school closings.

### **Production Time & Lessons**

Production time is considered to be done both outside of our normal class schedule, and when possible during class times. Students will be encouraged to brainstorm and generate the creative spark that problem-solving possible for artistic endeavors using digital media. Active learning strategies include extensive use of lessons, tutorials, and on-line help, exercises and other companion materials. **Please complete the tutorials and lessons and practice as much as you possibly can outside of the class time. This is critical to your success on the projects.**

Please be advised that animation and motion graphics are a time consuming process and it is expected that you spend a minimum of 2-4 hours per week/project. You will need to manage your time and find

additional time to work in the lab on projects. **Plan ahead in terms of your projects, lessons and especially your final project.**

### **Graduate (Audit) Students:**

You will be required to complete all lessons, exams/crits and Projects 1-6, and submit a final proposal that fits your research. Beyond that you should complete a final animation project (like the other students) or one that directly or indirectly fits into your current graduate research and/or possible thesis topic(s). You are also required to meet with me individually for a minimum of 4 times during the semester and present your work and progress. You will also need to lead a discussion related to animation with the class and present your research/work to the rest of the class.

**NOTE:** *There may be changes to the course content throughout the semester as determined by the instructor for the improvement of the learning experience.*

## **2D Animation I Class Schedule Fall 2006**

### **Course Outline**

- I. Review of Animation (2D & Digital); Flash Interface
- II. Review of to Flash Basics & Pitching a Project
- III. Developing Scripts for animation; Screenplay Format
- IV. Research for Animation Productions
- V. The Production Pipeline
- VI. Character Design; Walk Cycles
- VII. Advanced Animation basics; Importing Images
- VIII. Advanced Symbols in Flash
- IX. Sound, Music & Synching in Flash
- X. Animation Principles; Squash & Stretch, Recoil
- XI. Introduction to Actionscript
- XIII. More with Actionscript; Websites to promote final project
- XIV. Marketing your work & Research of Animation Studios
- XV. Special Effects & Advanced Animation in Flash and other software
- XVI. Finishing & Publishing: FINAL ANIMATION PRODUCTION TIME.
- XVIII. Finishing & Publishing: FINAL ANIMATION PRODUCTION TIME.
- XIX. FINAL SCREENING/CRIT

## Projects and Semester Deadlines.

PROJECTS/ASSIGNMENTS	DUE DATES
PR 1: Typed Proposal Sketches & 3 Pitches (1 page each total of 2 Pages, Double-spaced)	9/8/06
PR 2A: Treatment (TYPED)	9/15/06
PR 2B: 1st Draft Of Script (TYPED) & Sketches	9/22/06
PR 3: Storyboards (Mounted professionally)	10/13/06
MIDTERM REVIEW: PR 2C: Final Script <u>and</u>	10/20/06
PR 4: Character Study & Backgrounds (printed/mounted) 1st set of lessons due	10/20/06
PR 5: Research Project	11/10/06
PR 6: Animated Titles, Credits, countdown	11/17/06
PR 7: Animation Scene Preview– Work in Progress	11/17/06
FILM SCREENING OR OTHER EVENT	TBA
PR 8: Website to promote final animation	12/10/06
Final Project (45 seconds to 1 minute) Final lessons due.	12/15/06
Final Critique Class Screening & Exam	12/15/06

### WEEK 1:

#### Sep 1:

Introductions of course, course overview and objectives, student surveys. Registration, introductions of course, course overview. Discussion of ideas for project, as well as resources, software that can be used. Students will work on proposals and make a request for (with dates/times) needed for any special equipment (such as cameras, software, etc.) that will be needed for projects. Complete surveys and place under my office door. Please also sign in and read over syllabus carefully and be sure you have met the prerequisites.

Lessons/Tutorials: Intro to Actionscript. TBA

Software covered: Flash MX

Reading/Article:

Assignment:

HW: Get required texts & materials. Especially your journal and jump drive. **You must** get these by the 2nd class meeting. Complete Project

1 and bring in next week. **SEE BELOW.** It must be 1) a typed proposal that lists at least three different short animation projects you would like to complete as your final animation (3 to 5 minutes). This could be an extension of a project completed in 2D Animation I. This should be also 1 page. So by next Friday submit as 2-3 double-spaced, typed pages. **PR 1: Typed Proposals due 9/8/06.**

## **WEEK 2:**

### **Sep 8:**

Discussion of ideas for project, as well as resources, software that can be used. Students will continue to work on proposals and make a request for (with dates/times) needed for any special equipment (such as cameras, software, etc.) that will be needed for projects. Students will work on scripts/treatments for project. Scripts **MUST** be typed screenplay format. Minimum of three pages w/cover. See script example or refer to website.

Lessons/Tutorials: Intro to Actionscript. TBA

Software covered: Flash MX

Reading/Article:

Assignment: **PR 2A: Treatment (TYPED) due 9/15/06.** Include sketches and visual examples of your style and approach

**SAVE YOUR LESSONS TO A DISK! THEY WILL BE CHECKED AND GRADED LATER (Midterm and Final) WITH ALL PROJECTS AND WILL BE COVERED ON EXAMS QUIZZES.**

**CRIT #1:** TBA: Watch animation from class or the web. Complete a 1 page typed critique of (1) one of these videos in your journal. Due at Midterm.

Pick up a set of blank, 3 X 5 index cards, drawing materials and sketchbook. Pick up your book, other materials (notebook & book of notice). **Project 2B 1st Rough Draft Of Script w/sketches due 9/15/06.**

## **WEEK 3:**

### **Sep 15:**

Proposals submitted and discussed. **Treatments are due.** Begin your storyboards. They must be neat, mounted on black illustration or

Bristol board and a min. of 25-50. Be sure they are also labeled and typed. **PR 3: Storyboards (Mounted w/typed labels on black Illustration board) due 10/13/06.**

Lessons/Tutorials: Intro to Actionscript. TBA.

Software covered: Flash MX

Reading/Article:

Assignment: **PR 3: Storyboards**

## **WEEK 4:**

### **Sep 22:**

Submit 1<sup>st</sup> draft of scripts w/sketches. Students will work on final edits, versions of scripts and treatments for project Typed proposal, description of the project is due with details as to characters, plot, sound/dialogue/music, backgrounds that will be used as well as style or genre of animation (cut out, Flash, stop-motion, combination, etc.) Continue w/storyboards

Lessons/Tutorials: Intro to Actionscript. TBA.

Software covered:

Reading/Article:

Assignment: **PR 3: Storyboards**

## **Week 5:**

### **Sep 29:**

OPENING CONVOCATION, Crampton Auditorium, 11:00 A.M.  
(Classes suspended 10:00 A.M. - 1:00 P.M.) - **Open Lab Time**

Students will work on character sheets (drawings/sketches) background sketches and character sheets (just for the main character(s) for final animation). These must be in two inked versions: 1. Black & White and 2. Color. Scan these into Photoshop, unless you created these digitally. Then create at least one (1) background (based on one of your scenes) in color. Print all of these and mount onto boards. Also save these digitally as a PDF files and place onto disk. Work on character study drawings and backgrounds.

Lessons/Tutorials: Intro to Actionscript. TBA.

Reading/Article:

Assignment: **PR 3: Storyboards (printed/mounted) due 10/13/05. Project 2C Final Script due 10/20/06.**

## **Week 6:**

### **Oct 6:**

Work on character study drawings and storyboards. The characters should be drawn from at least 3 different angles/views and must be submitted in B & W and color.

Lessons/Tutorials: Intro to Actionsript. TBA.

Reading/Article:

Assignment: **PR 2C: Final Script & PR 4: Character Study & Backgrounds (printed/mounted) due 10/20/06.**

## **Week 7:**

### **Oct 13:**

Complete character study drawings and backgrounds. Revise your scripts, be sure to fix any mistakes, typos and develop your characters, plot, etc. **Project 2C: Final Script due 10/20/06.**

Lessons/Tutorials: Intro to Actionsript. TBA.

Software covered:

Reading/Article:

Assignment: **PR 4.**

**CRIT #2:** TBA: Watch animation from class or the web. Complete a 1 page typed critique of (1) one of these videos in your journal. Due at Midterm.

## **Week 8:**

### **Oct 24: Mid-Term Examination. MIDTERM REVIEW & CRIT OF WORK SAMPLES, PRE-PRODUCTION MATERIALS FOR FINAL.**

Submission of final storyboards, character studies, and final revised script/treatment with any revisions or changes. The remainder of the semester is for you to work on the animation and editing. You will each need to **schedule three to four times to meet with me individually** for about 10-15 minutes to discuss your project, any problems or concerns, and the overall progress. Both film critiques are due. Begin Project 5 and your Final project...time is of the essence. Get busy!!

**Project 5 Research Project:** You are required to conduct research on a professional animation studio. Contact an animation or motion graphics studio to find out what is required for training in order to work as an animator or as a production team member (animator's assistant, inker, colorist, etc.) Then create a proposal including a budget, script (story idea), and synopsis of a possible short (your final) animated film or television series. Gather your results, type up and include with presentation. This proposal must be typed, with in a binder, with images. This project should be well conceived, planned and presented to the entire class professionally. It will count for a project grade. This could possible be a proposal for a continuation of the film used in the final project.

This will be presented at the end of the class/semester. Incorporate your research into a presentation on your webpage you will create for the final animation project. Extra credit will be given if you create a demo (using sketches, PowerPoint, Flash, or just still images and your research paper) of your animation, and other projects (artwork, writing, things you have produced for other classes). **PR 5 Due 11/10/06 NO EXCEPTIONS.** Think and plan ahead as this can culminate into your final animation. **Turn in first set of lessons/tutorials. (Intro to Actionsript, others assigned).**

**Week 9:**

**Nov 3:**

Production/Studio time. Continue Animation Research Project.

Research Project. Work on animated titles and scenes, backgrounds for final animation.

**Week 10:**

**Nov 10**

Submit Research Projects. Production/Studio time.

**Week 11:**

**Nov 17:**

Submit Animated Titles and work in progress/scene. Work on Final Projects based on script, storyboards and production schedules.

**Week 12:**

**Nov 24: THANKSGIVING BREAK (CAMPUS CLOSED)**

**Week 13:**

**Dec 1:**

Submit Project 6: Research Project. Presentation of Research Projects. Production/Studio time.

**Week 14:**

**Dec 8:**

Production/Studio time. Post-Production, editing, putting finishing touches on animation. Studio time. All students must present a rough draft or "work-in-progress" of production for any feedback, direction and suggestions. Students will also critique project at this phase.

**ALL INCOMPLETE OR REFURBISHED ANIMATION PROJECTS, LAST SET OF LESSONS/ TUTORIALS, JOURNALS** (unless previously submitted) are due. All projects must be burned to a CD-ROM (not CD-RW) and presented via on a CD-ROM and (1) one mini DV cassette. Any extra credit assignments must also be turned in by the last day of class. Prepare final animations for output to video, and/or the internet. Class studio time for Final Projects.

**Individual Critiques w/Instructor** All Students must schedule and individual critique with me, before submitting your final project and this meeting will be averaged into your final grade. You may also submit lessons, and refurbished or incomplete projects and journals at this time. **Only work that was turned in on time, no late work will be accepted w/out excused absence or documented reason.** All must attend individual & group critiques.

**Week 15:**

**Dec 15:**

**FINAL EXAMINATION/CRITIQUE AND SUBMISSION OF FINAL PROJECTS.** Course evaluations & surveys by students. Possible Visiting Artists, Faculty, Filmmakers to participate in critiques and presentations. **The final video, website and gallery of animation**

**are due.** You may include a synopsis of the film, a bio about you, links of interest that relate to your project and/or animation and additional information such as future projects, other works in Electronic Studio.

**Final Projects due. Final Critiques and Project Presentations.** All projects must be burned to a CD-ROM, (not CD-RW) or DVD-R, and presented via on a CD-ROM. Any extra credit assignments must also be turned in by the last day of class. Turn in last set of crits, journal, lessons and tutorials.

**PLEASE READ & FOLLOW CAREFULLY. Directions for the Final Project:**

I. The final project proposal must be submitted via a typed treatment/script, clearly drawn and labeled storyboards and a cover sheet of 1 page that explains how the objectives of the project will be accomplished and what the visual narrative and your approach to producing the video will be. It is suggested that you do research and look at other films, videos for ideas and suggest one in your proposal as a frame of reference. This must be TIGHT before you begin production and expect to make some changes and rewrites. The final video must be a minimum of 3 minutes w/sound, and no longer than 5. It must be an original concept or story idea and must be shot on created using Flash and/or After Effects.

II. The music and images must be copyright or royalty free. **NO PRERECORDED MUSIC FROM CD'S OF ANY KIND, USE SOUNDTRACK OR GARAGEBAND.**

III. You must also use at least one visual effect in the production (such as animation, green screen, etc.) even if it is on the opening credits or in the actual production.

You will submit an early "rough version" or rough edit before the end of the semester as a progress report and for feedback from me.

IV. The final animation must be submitted via the following: 1) mini DV looped twice w/color bars and countdown on the first loop 2) One (1) DVD or CDROM w/multiple formats, and on this you must include a web or streamable version that is compressed to show via the web.

V. You will need to back up all media to your external drive and even record edited footage back to mini DV (not VHS) to retain copies and digital quality. Extra credit will be given to projects that use effects in

After Effects or for highly developed and visually innovative productions.

Please do not wait until the last minute to begin and all of these **MUST BE SUBMITTED PRIOR TO MIDTERM AND BEFORE YOU BEGIN SHOOTING YOUR FINAL VIDEO**. Points will be deducted for missing any of the following criteria or submission requirements:

- Final draft & versions (after revisions) of typed treatment/script w/cover sheet or title page and your name, date.
- Clearly drawn and labeled storyboards mounted on illustration boards.
- A final treatment sheet of 1 page that explains how the objectives of the project will be accomplished and what the visual narrative and your approach to producing the video will be. It is suggested that you do research and look at other films, videos for ideas and suggest one in your proposal as a frame of reference. This must be TIGHT before you begin production and expect to make some changes and rewrites.
- A production schedule with dates times, scenes to be shot, list of talent, crew, signed release

**\*\* There may be changes to the course content throughout the semester as determined by the instructor for the improvement of the learning experience. \*\***

**The following websites will be useful for your projects and information:**

<http://www.soulsuite.com/Links.html>  
<http://www.webopedia.com/TERM/g/graphics.html>  
<http://www.adobe.com>  
<http://www.macromedia.com>  
<http://www.soulsuite.com/links.html>  
<http://www.flashkit.com>

**More websites related to Animation, Effects, Digital Cinema, Film/Video Production, etc:**

<http://www.aardman.com/>  
<http://www.vinton.com/>  
<http://www.urbanentertainment.com>  
<http://www.awn.com/index.php3>  
<http://hotwired.lycos.com/animation/>  
<http://www.nfb.ca/animation/html/en/index.html>  
<http://www.asifa.org/animate/chapters.htm>  
<http://www.icommag.com/directory-animation-efx.html>  
<http://www.animationartist.com>  
<http://web.inter.nl.net/users/anima/chronoph/muybridge/links/index.htm>  
<http://www.womeninanimation.org/>  
<http://stopmotionanimation.com/>  
<http://www.gogardner.com/>  
<http://members.aol.com/stopmotion/webpage.htm>  
<http://www.ilm.com>  
<http://www.animwatch.com/Feature05-MORE.shtml>  
<http://www.obd-dc.org>  
<http://www.focusondesign.org>  
<http://www.ifilm.com/?sctn=main&pg=shortfilms>  
<http://atomfilms.shockwave.com/af/home/>  
<http://www.urbanentertainment.com>  
<http://www.icommag.com>  
<http://www.electricskin.com/>  
<http://www.whitney.org/>

**The following sites are on the animation principles of 1) Squash & Stretch and Recoil and 2) Anticipation/Follow Through:**

<http://animation.about.com/library/weekly/aa021100a.htm>  
[http://www.siggraph.org/education/materials/HyperGraph/animation/character\\_animation/principles/squash\\_and\\_stretch.htm](http://www.siggraph.org/education/materials/HyperGraph/animation/character_animation/principles/squash_and_stretch.htm)  
<http://home.comcast.net/~harrymott/principles2-1.html>  
<http://www.evl.uic.edu/ralph/508S99/squash.html>  
<http://www.awn.com/tooninstitute/lessonplan/bounce2.htm>

[http://www.billysalisbury.com/tutorials\\_principles.htm](http://www.billysalisbury.com/tutorials_principles.htm)

<http://www.indiana.edu/~vdim/Animat/5Tips/tip2.htm>

<http://cade.scope.edu/courseware/notes/animation/principle.html>

<http://www.anticz.com/animatio.htm>

**2D ANIMATION II**  
**NAME:**

**SEMESTER:**  
**STUDENT ID:**

**STUDENT PROJECT AND PARTICIPATION SHEET:** Use the following to record your grades, points, and comments as necessary. Also keep track of the project descriptions, and take notes for any special grading factors/criteria, dates and possible deadlines. Use points and percentages and add up as you receive grades. Refer to your course syllabus for the grading factors, attendance policy and percentages. All projects must be submitted with proper name such as Project1YOURNAME, and saved to your storage medium first. Please ask first and be sure your files/work is received. You must keep a copy of all assignments until the end of the semester. Instructor will withhold the right to refuse to accept any late work unless you receive instructions or directions. You are expected to maintain a professional portfolio & presentation of all work.

**GRADING RUBRIC:**

**Time:** Project was submitted on time and by the deadline: 20 pts.  
**Technique:** successful execution of concept; elements/principles of art: 20 pts.  
**Creativity:** original idea (s), problem solving, development of sketches; ideas: 20 pts.  
**Complete:** Project is completed, finished as assigned; all criteria met: 20 pts.  
**Presentation:** Project submitted in correct file formats; mounted/printed/CD/DVD: 20 pts.  
 neatness as well overall presentation for critique & grading.

**PROJECTS = 15%:**

Project	Points Earned	GRADE	Comments/Critique Feedback	Due Date
1.	_____	_____	_____	_____
2A.	_____	_____	_____	_____
2B	_____	_____	_____	_____
2C.	_____	_____	_____	_____
3.	_____	_____	_____	_____
4.	_____	_____	_____	_____
5.	_____	_____	_____	_____
6..	_____	_____	_____	_____
7.	_____	_____	_____	_____
8.	_____	_____	_____	_____
FINAL	_____	_____	_____	_____
FINAL CRIT	_____	_____	_____	_____

**LESSONS/TUTORIALS = 10%** MIDTERM = \_\_\_\_\_ FINAL = \_\_\_\_\_

**CRITS = 5%** CRIT 1: \_\_\_\_\_ CRIT 2: \_\_\_\_\_

**PARTICIPATION = 10 %** Studio time, readings, journal, class critiques & discussions:  
 MIDTERM = \_\_\_\_\_ FINAL = \_\_\_\_\_

**ATTENDANCE= 5%** MIDTERM = \_\_\_\_\_ FINAL = \_\_\_\_\_  
 - # OF LATE: - # OF LATE:  
 - # OF ABSENCES: - # OF ABSENCES:

**MIDTERM EXAM = 10 %:** MIDTERM EXAM = \_\_\_\_\_

**QUIZZES OTHER EXAMS = 5%** MIDTERM = \_\_\_\_\_ FINAL = \_\_\_\_\_

**FINAL EXAM CRIT = 10% Y/N**

**FINAL CD-R OR DVD & PORTFOLIO =5%**  
 DVD: Y/N MiniDV: Y/N JPEG: Y/N VARIOUS FORMATS: Y/N PROJECTS: Y/N

**FINAL PROJECT = 20 %** FINAL = \_\_\_\_\_

**SUBMISSION TO SHOW/EXHIBITION OR OTHER = 5%:** Y/N

**TOTAL MIDTERM = \_\_\_\_\_ TOTAL FINAL = \_\_\_\_\_**

**Department of Art/Electronic Studio Student Survey**

PLEASE PRINT LEGIBLY!!

**Date:** ..... **This Course Title:**

.....

**Course Number:** ..... **Section:** .....

**Student ID:** .....

**Your Name:** ..... **Semester:**

.....

**Address (local, campus):**

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**Address 2:** .....

**City:** ..... **State:** ..... **Zip:** .....

**Email:** ..... **Emergency Contact & #:**

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**Emergency Contact/Cel Phone #:** .....

**Phone #:** ..... **Additional Phone/Cel:**

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**Your status (senior, junior, etc.):** ..... **Expected graduation date/year:** .....

**Your Major:** ..... **Minor:** .....

**Your Advisor:** ..... **Department:** .....

**Ph:** ..... **School:**

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**I have taken these prerequisite(s) and/or related courses:**

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**Describe any experience using computers & software:**

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**Reasons for taking this class and your overall expectations, goals or objectives:**

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**Other Activities, interests, hobbies, campus or community activities:**

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**Please write a brief biographical statement:**

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