

# ART207 INTRODUCTION TO ANIMATION: TRADITIONAL MEDIA

## Stephan Leeper/Central Michigan University Spring 2020

### Syllabus

This course serves as an introduction to the art of making animation. The 12 established principles of animation will be our guide as we engage the inherent challenges of combining traditional media with digital technology. We will explore a variety of traditional animation techniques combined with the tools available in a digital studio environment.

#### Objective:

- Students will gain exposure to a variety of traditional animation techniques while using the computer as a central tool in capturing and processing their animated images.
- Students will be exposed to a wide variety of animated films, techniques and historical references as a means to broaden their appreciation of animation and inform their own visual expression.
- Students will gain a foundation in the 12 principles of animation applicable across a variety of media.

**Software:** Dragonframe, Adobe Photoshop, Adobe Premiere, QuickTime 7 Pro

#### Assignments:

Unless otherwise indicated on the web-site assignment page, all assignments will be due the next class period from when they are assigned. Light assignments will be given during the mid-week while heavier assignments will be given over the weekend. All assignments are subject to change.

Flipbooks	100
Walk Cycle	100
Chalk Movies	100
Post-its	100
Object/Cut-out	100
Circle Boogie	200
Lip-Sync-Clay	300
<b>Total Points</b>	<b>1000</b>

#### Grading, Attendance and Class Participation:

My initial response to grading in this class is "don't think about it". Come play, make stuff and get better as you go. I recognize that different students bring a variety of backgrounds, skill-sets and interests to this art form. As such, grading for this class will be based on a combination of personal effort, applied artistry, and technical achievement.

My goal is to give regular feedback during class and written feedback in a timely enough manner for you to make necessary adjustments to your work habits. When feasible, revisions are welcome and will impact your grade accordingly.

Regular tardiness is not acceptable. Please notify me in advance for excused absences. Unexcused absences and excessive tardiness will have a negative impact your grade. Four absences will drop your grade by a letter.

**Animation Supplies:**

All materials will be provided for purchase through your student account.

**Suggested Technology:**

1TB/USB 3 portable hard Drive. Available in the campus Bookstore or [here on Amazon Prime](#)

**Recommended Text:**

[\*Frame by Frame Animation\* by Tom Gasek](#)

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