

ART207 INTRODUCTION TO ANIMATION: TRADITIONAL MEDIA

Stephan Leeper/Central Michigan University Fall 2022

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- Students will be exposed to a wide variety of animated films, techniques and historical references as a means to broaden their appreciation of animation and inform their own visual expression.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, Stop Motion Studio

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.

Assignment Table

| | |
|---------------------------|-------------|
| Flipbooks | 200 |
| Walk Cycle | 300 |
| Chalk Movies/Off the Pegs | 200 |
| Object/Cut-out | 200 |
| Circle Boogie | 200 |
| Lip-Sync Interview | 500 |
| Total Points | 1600 |

Grading: 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.

Attendance: We will be meeting primarily face to face this semester unless otherwise indicated. If you must attend remote for whatever reason it is best that you contact me as early as possible to ensure access to the class via Zoom.

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.

Required Technology:

A4 Light Board Portable Tracing Light Box Magnetic Drawing Board

Phone tripod and Adjustable Camera Stand Holder with Wireless Remote

Recommended Technology: 1TB/USB 3 portable hard Drive