ART328 ANIMATION DRAWING II/SPRING 2023
Stephan Leeper
3 Credits

Syllabus

Through weekly stop motion assignments, students will develop a sense of timing and character while learning camera set-up, lighting and basic fabrication and rigging techniques. We will explore various approaches to stop-motion animation such as clay fabrication, replacement animation, wire armatures, and simple character performance.

Techniques developed in this class may be applied to the Animation Studio and Senior Project coursework.

Objectives:
After successful completion of this course, the student will be able to:

Animation Performance - We will be focusing on animation performance through weekly clay animation exercises more advanced puppet assignments.

Puppet Making - Student will learn foam cast puppet building with a braided wire and brass armature.

Production Values - We will explore various stop-motion production techniques such as animation workflow, blocking, camera placement and lens choice, rigging, props, and basic lighting.

Open Screenings - Over the course of the semester we will be screening many examples of 3D and 2D clay animation, object animation and puppets animation.

328 Assignment Scores

3D Clay	500
2D Clay	300
Wire Armature Puppet	300
Final Performance	500
Semester Total	**1600 pts**

Extra Credit: Extra credit will be given for revisions above and beyond the original assignment goals.

Required Text:
While there is no required text for this class, *Stop-Motion; Craft Skills for Model Animation* is highly recommended.

Required Technology:
1TB Portable External Hard Drive USB 3.0

Software: Dragon Frame, Adobe Premiere, After Effects & Photoshop.

Assignments, Feedback and Critiques: Weekly assignments early on are meant to build familiarity with the materials and to develop a sense of timing under the camera. Critiques and feedback on these projects are meant to have a cumulative effect on the quality of your work over the semester.

Later assignments break down larger projects into manageable production milestones with revisions and feedback tied to each step in the process. Please keep up as skipping over or falling behind in weekly projects will have a negative effect on your finished work and undermine your understanding of a productive workflow.

Working files will be submitted to Basecamp as indicated in the assignment pages. Files should be properly named and formatted for presentation before class begins. Late work and skipped milestones will result in a docked grade.

Attendance:
We will be meeting face to face this semester unless otherwise indicated. If you must attend remote for whatever reason, contact me as early as possible to see if Zoom access is even possible.

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 missed classes will result in the drop of a single letter grade.

Official CMU Face Covering and Social Distancing Policy

Face coverings, such as masks are optional. Please read CMU Health and Wellness Page for the latest news on school policy concerning safely and wellness guidelines.