

ART 391: ANIMATION 1 (Section 01)

Instructor: Walter Santucci

Phone: 818-419-0640

Office hours: Mon/Wed 7:45 am-8:45 pm
Tues/Th 2:45 pm - 3:45 pm
(and by appointment)

Course: ART 391 Animation 1 (section 01)

Times: Mondays 4:00 pm-9:45 pm

Office: faculty office building room 268

Email: walter.santucci@csulb.edu

Term: Spring 2019

Class Location: FA4-308

Introduction:

This is an introductory course to the fundamental principles of animation with an emphasis on character animation. Through understanding and application of the 12 principles of animation the students will produce a variety of simple traditional animations in which figures/objects will move convincingly. In the process of creating their own work they will become familiar with the technical aspects of animation. A brief overview of the entire animation process will be included, and different aspects of the art form-in addition to Animation-will include Backgrounds, Visual Development and Special Effects. This course is a hand drawn tradition animation class and we will be animating using traditional materials such as pencil, animation paper and animation disc/light table. While computers will be used to capture, time and export frames we will not be animating digitally in this class.

Goals and skills:

The student will develop a working understanding of the process of traditional animation with an emphasis on character animation. The student will also demonstrate a primary use of the 12 principles of animation, bringing increased substance and believability to their work. The student will become familiar with the concept of key poses and in-betweens as well as become familiar with X-sheets, field guides and shooting their own work.

Animation 391 Course Objectives and How We Shall Meet Them: There is an official list of objectives and outcomes for this course. At the conclusion of Animation 391 the students will:

- Have a thorough understanding of the lexicon of traditional animation, terms like x-sheet, ones and twos, levels, etc.
- Have a firm grasp of the use of materials used in traditional animation like the peg bar, drawing disk and the computer programs used for filming, etc.
- Have a complete understanding of the stages of work involved in animation production.
- Have an appreciation and primary understanding of the 12 principles of animation.
- Have real, practical hands-on experience making their own animation
- Have exposure to a variety of animation styles and approaches
- Have the ability to draw a character or object consistently in successive drawings, maintaining volume and the model design.

Required reading:

- Cartoon Animation by Preston Blair
- class handouts
- materials and links posted on BeachBoard: TBA

Materials:

- A selection of pencils: Carmine Red and Blue Col Erase pencils, 2B and 3B pencils
- A plastic animation peg bar
- An exposure sheet pad
- Animation paper (10 or 12-field, 500 sheets punched)
- Animation Disk and/or Lightbox (12 x 18 or larger)
- External hard drive to back up digital work (recommend 15 GB min. capacity)
- A sketchbook

Other possible reading related to projects:

1. Thomas and Johnston, Illusion of Life
2. Jones, Chuck Amuck
3. Jones, Chuck ReDucks
4. Culhane, Animation

Major assignments and due dates:

All assignments due at the start of class unless otherwise noted:

| | |
|---|-----------------|
| Key Pose/Inbetweens (in class assignment) | Due January 28 |
| Seaweed (in class assignment) | Due January 28 |
| 3 Objects | Due February 11 |
| Sack Drop/Pantomime | Due February 25 |
| Lip Sync/Head Turn | Due March 25 |
| Final Project Thumbnails | Due April 8 |
| Final Project Keyframes/Motion Test | Due April 15 |
| Final Film | Due May 13 |

Final film is jump + walk + weight and will be graded on quality of animation, timing and creativity.

A Word about Possible Changes. It is unlikely that the due dates of various assignments or their grading weights will change. Occasionally adjustments in the course schedule or the course assignments become necessary. Students will be notified about changes, if any, and whenever possible students will be consulted in advance about any changes.

ATTENDANCE:

Attendance is incredibly important. We will be going over lots of material, with lots of examples shown in class. Your input is also important to the class. The grade will suffer by one grade level after the third absence. There are exceptions- if you have an absence that is due to religious reasons, or a dire situation: injury, severe illness, death in the family, etc., it is your responsibility to communicate that with me. Arrangements can be made and make-up work can be done with proper notice and absence documentation. Keep a close eye on BeachBoard, and **have the contact information of a fellow classmate. Be prepared to show documentation in all such cases.** Please read the CSULB attendance policy carefully. It can be found at:

http://www.csulb.edu/divisions/aa/grad_undergrad/senate/documents/policy/2001/01

Attendance may be taken at the start and at the end of class. Tardiness and early dismissal, without permission, will not be tolerated.

GRADING: There will be one main assignment per section, plus smaller in-class assignments. **Each major assignment must be presented on time, or it will receive a failing grade. No late work will be accepted without a legitimate written excuse.** In-Class assignments will be checked off in class. Participation will factor into your final grade, as this will be a very interactive class. All assignments that are handed in for evaluation should be the best of the student's ability. Proper planning and numerous revisions will be required. Students will be graded on their class assignments, homework, final project and final reel. Students are required to hand in assignments on time delivered in proper folder on Illustration server in computer lab. All movies should be exported to 720p with H.264 compression. PLEASE CHECK YOUR FILES BEFORE HANDING THEM IN. Students must keep all of their assignments backed up on their own device (Hard drive, CDs, DVDs, etc...)

DISABILITY:

Students who have a disability which requires accommodation are directed to go to Disabled Student Services, which will work with me to determine how to best accommodate the disability. Please visit: <http://www.csulb.edu/divisions/students/dss/>

Please meet with me in private the first week of school if this applies to you.

HONESTY:

All artists reference other works for inspiration. However, artwork that you hand in must be original. Using the ideas or words of another person, even a peer, or a web site as if it were your own is plagiarism. The University does not tolerate plagiarism. Students should read the section on cheating and plagiarism in the CSULB catalog.

UNIVERSITY WITHDRAWAL

It is the student's responsibility to withdraw from classes. Instructors have no obligation to withdraw students who do not attend courses, and may choose not to do so.

The deadline to withdraw from a class without a "W" for the spring semester is Sept 5, 2016.

Withdrawal from a course after that date requires the signature of the instructor and the department chair, and is permissible only for serious and compelling reasons. [Severe or extensive medical problems would be a reason to drop after that date, but fear of receiving a final grade lower than desired, or change in one's work schedule are not considered a serious and compelling reasons.] A "W" will appear on the student's transcript.

AFTER Withdrawal Deadline:

DURING THE FINAL THREE WEEKS OF INSTRUCTION WITHDRAWALS ARE NOT PERMITTED EXCEPT IN CASES SUCH AS ACCIDENT OR SERIOUS ILLNESS WHERE THE CIRCUMSTANCES CAUSING THE WITHDRAWAL ARE CLEARLY BEYOND THE STUDENT'S CONTROL. THE CAUSE MUST BE DOCUMENTED. ORDINARILY, WITHDRAWALS IN THIS CATEGORY INVOLVE TOTAL WITHDRAWAL FROM THE UNIVERSITY. YOU WILL NEED THE APPROVAL OF THE COLLEGE DEAN AS WELL AS THAT OF THE CLASS INSTRUCTOR AND THE DEPARTMENT CHAIRPERSON FOR EACH CLASS YOU DROP.

The use of computers. This course will be set up on BeachBoard. You will need to have a CSULB e-mail account to use BeachBoard. Announcements and messages from me to the class may come by email. If you do not check your CSULB e-mail account regularly, but use another account instead, please set your CSULB account so that it will forward messages to your other account. CSULB now has a school wide account to Lynda.com which is an excellent resource for learning computer software through online tutorials – you can find more information by logging into the site with your school ID/Password: <http://www.lynda.com/member>.