

Instructor: Anderson Carman
Email: anderson.carman@gmail.com
Phone: 704-641-3082
Office Hours: Monday-Friday 9 am - 5 pm
Class Time: Wednesday - 12:50 - 2:20 pm
Room: 514

Mission:

To introduce students to the art of Animation

Goals:

- Students will learn how to generate ideas and explore creative possibilities
- Students will create original animations, using the professional process and approach
- Students will learn terminology and professional methods used in the animation industry.

Schedule of Fall 2024 Classes:

Class 1	August 14
<i>Lecture</i>	Syllabus, Intro to Animation, History
<i>Demo</i>	-----
<i>In Class</i>	-----
<i>Assign</i>	-----
<i>Due</i>	-----

Class 2	August 21
<i>Lecture</i>	12 Principles
<i>Demo</i>	Set up, Exercise 1: Moving a Ball
<i>In Class</i>	-----
<i>Assign</i>	Exercise 1: Moving a Ball
<i>Due</i>	-----

Class 3	August 28
<i>Lecture</i>	-----
<i>Demo</i>	Exercise 2: Advanced Ball Move
<i>In Class</i>	Review Exercise 1
<i>Assign</i>	Exercise 2
<i>Due</i>	Exercise 1

Class 4	September 4
<i>Lecture</i>	-----
<i>Demo</i>	Exercise 3: Vehicle enter and exit
<i>In Class</i>	Review Exercise 2
<i>Assign</i>	Exercise 3
<i>Due</i>	Exercise 2

Class 5	September 11
<i>Lecture</i>	Walk Cycle
<i>Demo</i>	Exercise 4: Walk Cycle
<i>In Class</i>	Review Exercise 3
<i>Assign</i>	Exercise 4
<i>Due</i>	Exercise 3

Class 6 September 18	
Lecture	-----
Demo	Exercise 5: Character Move
In Class	Review Exercise 4
Assign	Exercise 5
Due	Exercise 4

Class 7 September 25	
Lecture	-----
Demo	Exercise 6: Personality Walk Cycle
In Class	Review Exercise 5
Assign	Exercise 6
Due	Exercise 5

Class 8 October 2	
Lecture	-----
Demo	Exercise 7: Looping Scene
In Class	Review Exercise 6
Assign	Exercise 7
Due	Exercise 6

Class 9 October 9	
Lecture	Short Story
Demo	-----
In Class	Review Exercise 7
Assign	Project 1: 3-Shot story
Due	Exercise 7

Break October 16 – NO CLASS FALL BREAK	
Lecture	-----
Demo	-----
In Class	-----
Assign	-----
Due	-----

Class 10 October 23	
Lecture	Storyboarding
Demo	-----
In Class	Work on Project 1
Assign	-----
Due	-----

Class 11 October 30	
Lecture	Animation Analysis
Demo	-----
In Class	Animation Analysis

<i>Assign</i>	-----
<i>Due</i>	Project 1: Dailies

Class 12	November 6
<i>Lecture</i>	Animation Analysis
<i>Demo</i>	-----
<i>In Class</i>	Animation Analysis
<i>Assign</i>	-----
<i>Due</i>	Project 1: Dailies

Class 13	November 13
<i>Lecture</i>	Animation Analysis
<i>Demo</i>	-----
<i>In Class</i>	Animation Analysis
<i>Assign</i>	-----
<i>Due</i>	Project 1: Dailies

Class 14	November 20
<i>Lecture</i>	Animation Analysis
<i>Demo</i>	-----
<i>In Class</i>	Animation Analysis
<i>Assign</i>	Project 2: MAS Logo
<i>Due</i>	Project 1: Complete

Break	November 27 – NO CLASS THANKSGIVING BREAK
<i>Lecture</i>	-----
<i>Demo</i>	-----
<i>In Class</i>	-----
<i>Assign</i>	-----
<i>Due</i>	-----

Class 15	December 4
<i>Lecture</i>	Animation Analysis
<i>Demo</i>	-----
<i>In Class</i>	Project 2 Concept Phase
<i>Assign</i>	-----
<i>Due</i>	Dailies

Class 16	December 11
<i>Lecture</i>	Animation Analysis
<i>Demo</i>	-----
<i>In Class</i>	-----
<i>Assign</i>	-----
<i>Due</i>	Project 2 Final Film

Graded Opportunities:

Assignments	
<i>Exercises 1-7</i>	50
<i>Project 1: Short Film</i>	20
<i>Project 2: MAS logo</i>	20
<i>Professionalism</i>	10
<i>Total</i>	100

Course Information

Attendance:

Students are expected to be on time to class. Inability to do so will result in a deduction of the students professionalism grade.

Communication:

If a student or parent has a question they may send an email to the teacher's email listed above. To ensure that the email is not missed, please use "MAS-Ani: [your question]" in the subject line. This will ensure a quick response. Students are expected to be engaged in their education and will communicate accordingly.

Example:

MAS-CD-Absent Tomorrow

Submission of Work:

Jobs will be submitted via email prior to class and then presented in class, it is vital that students are present and participate in class critiques for their education.

Late Policy:

Assignments are due at the beginning of class. A letter grade will be automatically withdrawn for each subsequent class that the project is not turned in. I would encourage the students to submit on time regardless of the quality of their work as it will be very difficult to fight back for a positive grade.

Cheating/Plagiarism:

Cheating will not be tolerated and will result in a zero on an assignment and may result in suspension or expulsion per MAS's Code of Conduct. Tracing another artist's work and claiming it as your own is unacceptable. It is acceptable to incorporate elements of composition or design, however a simple re-skin is lazy and will not be accepted. A.I. Generative programs are not allowed to be used in any form for the creation of any Animations in class.

Critiques:

Critiques are a vital part of the growing process in any art form and Animation is no different. Being involved and invested in your fellow student's art is good professional practice and helps the class as a whole. Critiques are to be constructive, considerate and specific. No personal attacks. When your work is being critiqued, remember, this is not a critique of you, but your work. You are encouraged to defend your work, but remember to not take anything personally.

Critiques are about trust. We have to trust each other to have each others best interest in mind. We are all on the same team.

Examples of poor critiques

- This is stupid
- I don't like it
- I like it
- It isn't what I would have done.

Examples of better critiques

- I don't understand what this movement. Why did you make that choice?
- I don't think this arc works for your animation for this reason...
- I like how you exaggerated the pose to accentuate the anticipation keyframe.

Drawing/Sketching:

There will be no drawing or sketching during critiques, presentations, or lectures. This is part of being respectful and professional. When we have a presenter, the teacher or your fellow students, you will give them your full and undivided attention. Students may take notes always.

Cellphones:

No cellphones during lectures. We will be using phone cameras to create our animations, so there might be some moments when we use our phones in class, but only with the teacher's permission.

Sleeping:

Please don't sleep. If you do, the teacher will not wake you, but you will have a deduction made on your professionalism grade and the content will not be repeated, so you will have missed class of your own accord.

Food and Drink:

Students will not have any food or drink in the classroom. Closed lid water is acceptable.

Course Materials:

Recommended Texts:

The Illusion of Life: Disney Animation
ISBN: 978-0786860708

The Animator’s Survival Kit
ISBN: 978-0865478978

Supplied Materials:

- Lighting Kit
- Tripod
- Sticky Tack
- Tweezers
- Baseplate
- Lego Set

Required Materials:

Smart Phone with Camera

App: **Stop Motion Studio Pro** - <https://www.cateater.com/> (\$5)

-----**FOR PARENTS**-----

Payment:

1 time Materials fee: \$80
Tuition: \$95/Month (4 months)

Due 9/1/2024

Full Fall Semester (Tuition and Materials): \$460
Payment can be made via Check to: Anderson Carman
Paypal to anderson.carman@gmail.com (+\$20 processing fee)

Email or Call with any questions:

anderson.carman@gmail.com 704-641-3082

Syllabus Agreement:

I affirm that I have read and agree to the terms in this syllabus.

Student Print: _____

Student Sign: _____ Date: _____

Parent Print: _____

Parent Sign: _____ Date: _____