

INDEPENDENT STUDY ANIMATION

COURSE NUMBER: DIG4905	INSTRUCTOR: AARON C. KARLSON
SEMESTER/YEAR: SPRING2019	OFFICE LOCATION/HOURS: F 7 – 8
CREDIT HOURS: 3.0	CONTACT EMAIL: CANVAS
CLASS LOCATION: TBA	CONTACT PHONE: (352) 294-2000
CLASS MEETING TIME(S): T 5	COURSE WEBSITE: elearning.ufl.edu

COURSE DESCRIPTION

Practical techniques for the implementation of three-dimensional digital animations. Advanced character animation principles aided by investigation into acting techniques and physical motion. Expanding basic object and bipedal motion and key-framing using both industry-standard and open-source tools to perform a frame-by-frame study of traditional and contemporary motion picture animation.

PREREQUISITE KNOWLEDGE AND SKILLS

- BA in Digital Arts and Sciences major and Junior standing or higher

PURPOSE OF COURSE

Students will complete five long-form animations (greater than 300 frames) and regular posing exercise to expand existing knowledge of 3D character animation. Students will also receive constant feedback on in progress development in order to gain a better understanding of animation posing and timing.

COURSE GOALS AND/OR OBJECTIVES: *By the end of this course, students will be able to:*

1. Refine understanding of timing, slow-ins and slow-outs, blocking, breakdowns, spline, as well as polish passes for arcs and secondary action
2. Use both straight ahead and pose to pose 3D animation
3. Explore shot-based character development, appeal, action, reference filming, follow through, and overlapping action
4. Break down real life reference into action lines and use pushed poses
5. Incorporate squash and stretch exaggeration
6. Build upon the foundations of solid drawing, anticipation, and staging to create dynamic shot compositions

COURSE SCHEDULE:

This course incorporates lectures, feedback and critique, and in class work sessions. Individual assignments will be explained in detail as the course progresses. The final exam time scheduled for this course will be announced in advance of each semester by the University of Florida Registrar’s Office at <http://www.registrar.ufl.edu/soc/>

Week	Topic	Assignments/Quizzes
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1	<p>Overview of course and objectives Overview of materials and software</p> <ul style="list-style-type: none"> ● Project formats and naming conventions ● Assessment of previous animations 	<p>Assign Project 1: Character Animation Assignment 1 (Jan 8th – Jan 29th)</p> <p>Due: -P1 Checkpoint 1</p>
2	<ul style="list-style-type: none"> ● Concept Checkpoint ● Reference Checkpoint ● Animation Blocking Checkpoint 	<p>Due: -P1 Checkpoint 2 P1 Checkpoint 3</p>
3	<ul style="list-style-type: none"> ● Animation Blocking Checkpoint ● Animation Spline Checkpoint 	<p>Due: P1 Checkpoint 4 P1 Checkpoint 5</p>
4	<ul style="list-style-type: none"> ● Animation Polish Checkpoint 	<p>Assign Project 2: Character Animation Assignment 2 (Jan 29th – Feb 19th)</p> <p>Due: Animation 1 P2 Checkpoint 1</p>
5	<ul style="list-style-type: none"> ● Concept Checkpoint ● Reference Checkpoint ● Animation Blocking Checkpoint 	<p>Due: -P2 Checkpoint 2 P2 Checkpoint 3</p>
6	<ul style="list-style-type: none"> ● Animation Blocking Checkpoint ● Animation Spline Checkpoint 	<p>Due: P2 Checkpoint 4 P2 Checkpoint 5</p>
7	<ul style="list-style-type: none"> ● Animation Polish Checkpoint 	<p>Assign Project 3: Character Animation Assignment 3 (Feb 19th-Mar 12th)</p> <p>Due: Animation 2 P3 Checkpoint 1</p>
8	<ul style="list-style-type: none"> ● Concept Checkpoint ● Reference Checkpoint ● Animation Blocking Checkpoint 	<p>Due: -P2 Checkpoint 2 P2 Checkpoint 3</p>
9	<ul style="list-style-type: none"> ● SPRING BREAK 	
10	<ul style="list-style-type: none"> ● Animation Spline Checkpoint ● Animation Polish Checkpoint <hr/> <ul style="list-style-type: none"> ● P4 Concept Checkpoint 	<p>Assign Project 4: Character Animation Assignment 4 (Mar 12th-Apr 2nd)</p> <p>Due: -P3 Checkpoint 4 Animation 2</p>

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		P4 Checkpoint 1
11	<ul style="list-style-type: none"> ● Reference Checkpoint ● Animation Blocking Checkpoint 	Due: -P4 Checkpoint 2 P4 Checkpoint 3
12	<ul style="list-style-type: none"> ● Animation Blocking Checkpoint ● Animation Spline Checkpoint 	Due: P4 Checkpoint 4 P4 Checkpoint 5
13	<ul style="list-style-type: none"> ● Animation Polish Checkpoint 	Assign FINAL: Character Animation Assignment 5 (Apr 2 nd -Apr 23 rd) Due: Animation 4 FINAL Checkpoint 1
14	<ul style="list-style-type: none"> ● Concept Checkpoint ● Reference Checkpoint ● Animation Blocking Checkpoint 	Due: -FINAL Checkpoint 2 FINAL Checkpoint 3
15	<ul style="list-style-type: none"> ● Animation Blocking Checkpoint ● Animation Spline Checkpoint 	Due: FINAL Checkpoint 4 FINAL Checkpoint 5
16	Review finished animation (playblast) for final project	Due: FINAL PROJECT

REQUIRED TEXTBOOKS AND SOFTWARE:

1. Autodesk Maya 2018 Educational Version (Free for students) [DOWNLOAD](#)
2. Adobe Photoshop CC
3. Adobe After Effects CC
4. 3 Button Mouse

RECOMMENDED MATERIALS:

1. Hooks, Ed. *Acting for Animators, 4TH Edition*
ISBN-13: 978-1138669123 / ISBN-10: 1138669121
2. Johnston, Ollie. *The Illusion of Life: Disney Animation*. Disney Press, 1995
3. Lynda.com, Online Tutorials (*Free access for UF students*)
4. Williams, Richard. The Animator’s Survival Kit App:
<https://itunes.apple.com/us/app/the-animators-survival-kit/id627438690?mt=8>

COURSE FEES:

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Course fees are assessed for certain courses to offset the cost of materials or supply items consumed in the course of instruction. A list of [approved courses and fees](#) is published in the Schedule of Courses each semester. (UF-3.0374 Regulations of the University of Florida).

Material and supply and equipment use fee information is available from the academic departments or from the schedule of courses (Florida Statutes 1009.24). The total course fee for this class is \$0.00

The total course fee for each course is listed on the UF Schedule of Courses.

[\(https://registrar.ufl.edu/soc/\)](https://registrar.ufl.edu/soc/).

EVALUATION OF GRADES

Assignment	Total Points	Percentage of Grade
Participation – Students are expected to actively participate in class by bringing project progress with them and actively engaging in feedback and critique.	100	10%
Assignments – Assignments will consist of 5 animations with weekly progress checks.	100	65%
Final Project – This turn-in will be a fully rendered version of one of the 5 weekly projects with sound effects and title cards.	100	25%

GRADING SCALE:

Letter Grade	% Equivalency	GPA Equivalency
A	94 – 100%	4.0
A-	90 – 93%	3.67
B+	87 – 89%	3.33
B	84 – 86%	3.00
B-	80 – 83%	2.67
C+	77 – 79%	2.33
C	74 – 76%	2.00
C-	70 – 73%	1.67
D+	67 – 69%	1.33
D	64 – 66%	1.00
D-	60 – 63%	.67
E, I, NG, S- U, WF	0 – 59%	0.00

More information on grades and grading policies is here:

<https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx>

COURSE POLICIES:

PARTICIPATION / ATTENDANCE

We value participation more than mere attendance. Each Instructor is responsible for communicating the specific details of what percentage of your grade (if any) will be assigned to participation, and how class participation will be measured and graded. Three unexcused absences will result in the drop of one letter grade (i.e. the student will now only be able to obtain a maximum grade of 'B' for the course). Students should contact the Instructor 24 hours before class time (If possible) if they wish to be considered for an excused absence. Upon return to class, students must provide documentation for their absence. Students should communicate with the instructor about their absences and be proactive about their course work.

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at:

<https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx>

MAKE-UP POLICY

- a. At the sole discretion of the instructor, Exams may or may not be taken late. Documented Emergencies or medical situations may be the only accepted reasons for an excused absence on the day of an exam.
- b. Any assignment turned in past the due date may lose up to 10% of the total point value of the assignment for each class day it is late.

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at:

<https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx>

COURSE TECHNOLOGY

The University of Florida and Digital Worlds requires that students have access to and on-going use of a laptop/mobile computer for DIG courses in order to be able to function in the current learning environment. Students are required to access electronic forms of information, submit assignments and communicate with other students and faculty electronically. DW requires each student's mobile computer to meet certain minimum specs for heavy graphics use, the requirements documented below must be met.

DW Computer Requirements

<http://digitalworlds.ufl.edu/programs/ba-in-digital-arts-sciences/new-student-buyers-guide/>

COURSE COMMUNICATIONS

Students can communicate directly with the Instructor regarding the course material through UF e-Learning. <http://elearning.ufl.edu/>

COURSE TECHNOLOGY SUPPORT:

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The [Technology Support Center](#) provides computer support for Digital Worlds students who access Visimeet, lecture recordings, student equipment, facilities and other technology-based resources. <http://digitalworlds.ufl.edu/support>

For computer assistance related to Visimeet, lecture recordings, student equipment, and facilities request please [Submit a Help Ticket](#) or email support@digitalworlds.ufl.edu.

For support related to account services, technical consulting, mobile device services, software services, administrative support, application support center, and learning support services, please contact the [UF Computer Help Desk](#) available 24 hours a day, 7 days a week at 352-392-4357 or helpdesk@ufl.edu.

UF POLICIES:

UNIVERSITY HONESTY POLICY

UF students are bound by The Honor Pledge that states, “We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: “On my honor, I have neither given nor received unauthorized aid in doing this assignment.” The [Honor Code](#) specifies a number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the instructor or TAs in this class.

CLASS DEMEANOR

Students are expected to arrive to class on time and behave in a manner that is respectful to the instructor and to fellow students. Please avoid the use of cell phones and restrict eating to outside of the classroom. Opinions held by other students should be respected in discussion, and conversations that do not contribute to the discussion should be held at minimum, if at all.

STUDENTS REQUIRING ACCOMMODATIONS

Students with disabilities requesting accommodations should first register with the [Disability Resource Center](#) (352-392-8565) by providing appropriate documentation. Once registered, students will receive an accommodation letter which must be presented to the instructor when requesting accommodation. Students with disabilities should follow this procedure as early as possible in the semester.

NETIQUETTE COMMUNICATION COURTESY

All members of the class are expected to follow rules of common courtesy in all email messages, threaded discussions and chats, more information can be found at: <http://teach.ufl.edu/wp-content/uploads/2012/08/NetiquetteGuideforOnlineCourses.pdf>

ONLINE COURSE EVALUATIONS

Students are expected to provide feedback on the quality of instruction in this course by completing [online evaluations](#). Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students at [evaluation results](#).

CAMPUS RESOURCES

HEALTH AND WELLNESS

U Matter, We Care

If you or a friend is in distress, please contact umatter@ufl.edu or 352 392- 1575 so that a team member can reach out to the student.

Counseling and Wellness Center

<http://www.counseling.ufl.edu/cwc/Default.aspx>, 392-1575; and the University Police Department: 392-1111 or 9-1-1 for emergencies.

Sexual Assault Recovery Services (SARS)
Student Health Care Center, 392-1161.

University Police Department, 392-1111 (or 9-1-1 for emergencies). <http://www.police.ufl.edu/>

ACADEMIC RESOURCES

E-learning technical support, 352-392-4357 (select option 2) or e-mail to Learning-support@ufl.edu. <https://lss.at.ufl.edu/help.shtml>.

Career Resource Center, Reitz Union, 392-1601. Career assistance and counseling. <http://www.crc.ufl.edu/>

Library Support, <http://cms.uflib.ufl.edu/ask>. Various ways to receive assistance with respect to using the libraries or finding resources.

Teaching Center, Broward Hall, 392-2010 or 392-6420. General study skills and tutoring. <http://teachingcenter.ufl.edu/>

Writing Studio, 302 Tigert Hall, 846-1138. Help brainstorming, formatting, and writing papers. <http://writing.ufl.edu/writing-studio/>

Student Complaints Campus:
https://www.dso.ufl.edu/documents/UF_Complaints_policy.pdf

On-Line Students Complaints:
<http://www.distance.ufl.edu/student-complaint-process>

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Disclaimer: This syllabus represents the instructor's current plans and objectives. As we go through the semester, those plans may need to change to enhance the class learning opportunity. Such changes, communicated clearly, are not unusual and should be expected.