COURSE DESCRIPTION
This course is designed to instill an understanding of animation principles and produce quality 2D Digital animations implementing these principles and exploring various techniques. During the course of the semester the students will be assigned 8 weekly projects and two group-based projects focused on principles that utilize key aspects of the required software. For the final project each student will create an animated film, 15-30 seconds in length, through which they will learn the production process of animation including writing a treatment, storyboarding, timing through animatics and final rendered animations.

PREREQUISITE KNOWLEDGE AND SKILLS
DAS major or instructor permission

PURPOSE OF COURSE
To introduce students to the animation as an art form; implementing a firm understanding of timing, animation principles and the scope of techniques animation can cover. The students will learn industry standard practices in applied creativity.

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

1. Identify and apply the 12 Animation Principles
2. Have an understanding of timing and motion through key-frames, holds and in-betweens
3. Relate knowledge of various animation history and techniques
4. Describe characteristics of well-designed and executed animation
5. Demonstrate skills in the use of industry standard tools.

COURSE SCHEDULE:
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/
<table>
<thead>
<tr>
<th>Week</th>
<th>Topic</th>
<th>Assignments/Quizzes</th>
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<tbody>
<tr>
<td>1</td>
<td>Course Objectives - intro</td>
<td>Read: The Animator’s Survival Kit pgs 11-34</td>
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<tr>
<td></td>
<td>History of Animation</td>
<td>Assign 1 - Fish Tank</td>
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<tr>
<td></td>
<td>• Persistence of Vision</td>
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<td>• Early Animation Devices</td>
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<td></td>
<td>Principles of Animation</td>
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<tr>
<td></td>
<td>• Key-frames</td>
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<td></td>
<td>• In-betweens</td>
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<tr>
<td></td>
<td>• Cycles</td>
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<tr>
<td></td>
<td>PS: Overview, Animation Timeline</td>
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<tr>
<td>2</td>
<td>Review: morphing</td>
<td>Read: The Animator’s Survival Kit pgs 35-69, 256-272</td>
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<tr>
<td></td>
<td>Principles of Animation</td>
<td>Assign 2: (2) Bouncing Balls (Ping-Pong, bowling, beach ball, etc - no personality - 5 seconds)</td>
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<tr>
<td></td>
<td>• Timing and Spacing Charts</td>
<td>Group Assign 1: Morphing (Due wk4)</td>
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<td></td>
<td>• Squash and Stretch</td>
<td>DUE: Proj 1: (2) Digital Flipbooks (Morphing, Event Cycle)</td>
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<td></td>
<td>• Morphing</td>
<td>Image for Morph Project</td>
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<td>PS: Brushes, Demonstration of using a timing sheet for the bouncing ball</td>
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<td>AE: Overview of Interface, Composition Settings, Creating Layers, Shapes</td>
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<tr>
<td>3</td>
<td>Review: Bouncing Balls (Online)</td>
<td>Read: The Animator’s Survival Kit pgs 84-101</td>
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<tr>
<td></td>
<td>Principles of Animation</td>
<td>Assign 3: Bringing Shapes to Life (shape animation with personality)</td>
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<td>• Slow In, Slow Out</td>
<td>DUE: Proj 2: (2) Bouncing Balls (ping-pong, bowling, beachball, etc - no personality - 5 seconds)</td>
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<td></td>
<td>• Squash and Stretch</td>
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<td>• Timing</td>
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<td>• Anticipation</td>
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<td>Visual Rhythm</td>
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<td>Transitions</td>
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<td></td>
<td>AE: Basic Animation- Key-framing (position/scale/rotation/opacity), Anchor Point, Creating Shapes, Motion Paths, using Markers, Importing Audio</td>
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<tr>
<td>4</td>
<td>Review: Bringing Shapes to Life (Online)</td>
<td>Read: The Animator’s Survival Kit pgs 102-163</td>
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<td></td>
<td>Walk Cycle</td>
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<td>• Walk and Run</td>
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<td>• Overlapping Action</td>
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</tbody>
</table>
| 5    | Review: Walk Cycle  
  Character Sketch Exercise  
  What Makes a Character?  
  Principles of Animation  
  - Staging  
  - Solid Drawing  
  - Appeal  
  Character Design-Puppet  
  - Reference  
  - Personality  
  - Visual Contrast  
  - Replacement Parts  
  PS: Creating a Character Ready For Animation  
  AE: Introduction to 3D Space, Camera (demo of animated character on a simple BG) |
| 6    | Review of Character Designs  
  Concepts of Design  
  - Composition of a scene  
  - Color Design  
  - Value  
  - FG, MG, BG elements  
  Shot Composition Principles |
| 7    | Review: Character Encountering Obstacle  
  Replacement Animation  
  - Lip Sync  
  - Stop Motion  
  AE: Demonstration of Replacement Lip Sync Animation, Working with Sound, Using Audio Cues |

Assign 4: Walk Cycle  
Group Assign 2: Rotoscope reference footage (Due wk8)  
DUE: Proj 3: Bringing Shapes to Life  
Group Proj 1: Morphing  
Assign 5: Puppet Character Design  
DUE: Proj 4: Walk Cycle  
Assign 6: Character Encountering and Obstacle (note: create simple BG, use at least 2 shots)  
DUE: Proj 5: Puppet Character Design  
Assign 7: Lip Sync Animation (to audio clip of your choice- articulate body language)  
DUE:  

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<table>
<thead>
<tr>
<th>Week</th>
<th>Material</th>
<th>Assignments</th>
<th>Notes</th>
</tr>
</thead>
</table>
| 8    | Review: Lip Sync Animation (online)  
Poetry, Music and Animation  
- Creating a mood  
- Visual Abstraction  
- Overview of Text  
AE: Text Tools + Animation, Presets Overview, Blend modes, Masking and Track Mattes Intro | Assign 6: Character Encountering Obstacle  
Read: The Animator’s Survival Kit pgs 273-296  
Assign 8: Animation that Expresses Mood/Emotion (movement, color, texture)  
DUE:  
Assign 7: Lip Sync Animation  
Group Proj 2: Rotoscope | |
| 9    | Review: Animation Expressing Mood/Emotion  
Writing a Treatment  
Story vs Theme  
Visual Techniques for Theme/Story  
- Creating a mood  
- Color, Texture, Composition  
AE: Color Correction, Lights | Read: The Animator’s Survival Kit pgs 327-339  
Assign 9: Write a Treatment for the Final Project w/ Style frames/Character Sketch  
DUE:  
Proj 8: Animation that Expresses Mood/Emotion | |
| 10   | Review: Treatment  
Storyboarding  
Shot Composition  
Directing the Audience  
Transitions  
-PS: Demonstration of storyboard setup in Photoshop  
-AE: Setting up a Simple 3D Environment, Precomping (character), Animating the Camera, Cutting Between Cameras  
Work on Storyboards | Read: The Animator’s Survival Kit pgs 70-83  
Assign 10: Storyboards  
DUE:  
Proj 9: Treatment w/ Style frames/Character Sketch | |
| 11   | Review: Storyboards (In-class presentation?)  
Creating an Animatic  
AE: Show how to import storyboards and edit an animatic (sequencing and trimming layers) | Assign 11: Animatic  
DUE:  
Proj 10: Storyboards/animatic | |
| 12   | **NO CLASS NOV 12**  
Review: Animatic  
Sound for Animation | Assign 12: Animatic with Sound and Progress on Final Project  
Design/Animation | |
DIG 3313C – PRINCIPLES OF 2D ANIMATION

<table>
<thead>
<tr>
<th>Date</th>
<th>Assignment</th>
<th>Notes</th>
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<tbody>
<tr>
<td>13</td>
<td>Review: Animatic w/ Sound</td>
<td>FINAL PROJECT</td>
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<tr>
<td></td>
<td>Work on Final Project</td>
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<tr>
<td>14</td>
<td>NO CLASS: Thurs, Nov 27</td>
<td>FINAL PROJECT</td>
</tr>
<tr>
<td></td>
<td>Review: Final Project Progress</td>
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<td></td>
<td>Work on Final project</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>Review: Final Project Progress</td>
<td>FINAL PROJECT</td>
</tr>
<tr>
<td></td>
<td>Work on Final project</td>
<td></td>
</tr>
</tbody>
</table>

**Recording SoundFX**
AUDACITY: Sound Importing, Import Animatic, Sound Editing
Extra credit workshop
DUE: PROGRESS

**REQUIRED TEXTBOOKS AND SOFTWARE:**

1. Richard Williams, “The Animator’s Survival Kit”
2. Lynda.com (FREE access to UF students)
3. Toon Boom Harmony (essentials, or premium)
4. Adobe CC
5. Two-Monitor setup for software instruction (ONLINE students only)

**RECOMMENDED MATERIALS:**

1. Eadweard Muybridge, “The Human Figure in Motion”
2. Intuos Pen tablet (or similar)

**COURSE FEES:**

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 $12.26

The total course fee for each course is listed on the UF Schedule of Courses. (https://registrar.ufl.edu/soc/).

**EVALUATION OF GRADES**

<table>
<thead>
<tr>
<th>Assignment</th>
<th>Total Points</th>
<th>Percentage of Grade</th>
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</table>

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DIG 3313C – PRINCIPLES OF 2D ANIMATION

Attendance and Participation – Students are expected to actively participate in class discussions, both in class as well as in class online forums outside class meetings.

ASSIGNMENTS – Weekly Assignments including individual and group projects.

QUIZZES – A series of quizzes will be held during the semester to reinforce learning.

FINAL PROJECT – It is expected that in this final project, students employ the principles and techniques they have learned during the semester.

| **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.

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

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

COURSE TECHNOLOGY SUPPORT:
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
DIG 3313C – PRINCIPLES OF 2D ANIMATION

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.


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/


Student Complaints Campus:

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

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.