Syllabus

Course Title: ACM 216 3D Animation         Credits: 3

Semester and Year: Spring, 2007      Class Size: 20

Class Schedule: M, F 12-1:15     Class Location: CR212

Instructor Information
Linda Dorn
Campus Address: Crawford 312
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Required Materials
Texts:
Materials:
9x12 or Larger hardbound Sketchbook

Recommended Text:

Recommended Readings
Xerox handouts provided by instructor

Purpose of the Course
To provide a solid foundation of the principles of character animation, with which the illusion of life is created. These principles can be applied to create any style of character animation, be it stylized cartoon characters, or realism, to blend seamlessly into live action films. Understanding these Foundation Principles is required in working with any other medium where the illusion of life is desired, e.g.; hand drawn animation, stop motion animation, cut-out animation, etc.

Introduction to Maya Animation software

Goals
To understand use of Maya animation controls.
To give the students hands on experience in the application of these principles.
To develop a thorough understanding of the various applications of each principle.
To give the student a comprehensive knowledge required for a professional environment.
To provide a basis for more sophisticated and creative acting animation and filmmaking.
Enabling Objectives
By the end of this course participants will be able to:
1. Express personality through weight and timing
2. Demonstrate the physics of follow-through
3. Demonstrate a character thinking and anticipating
4. Demonstrate a natural walk
5. Demonstrate a basic understanding of Maya animation controls.

Course Outline, Emphasis, and Time Allocated

1. Introduction, Squash and Stretch and Timing (3 weeks)
   Using squash and stretch to create the Illusion of Life.
   Introduction to Maya animation controls
   Squash and Stretch assignment.
2. Gesture: Staging and Exaggeration (1 week)
   Examine the use of poses and silhouette in performance.
   Clearly expressing emotion and attitude with a 3D character.
   Introduction to biped movement
   Gesture Assignment
3. Follow Through (2 weeks)
   Understanding the fluid movement of hair and cloth.
   Follow Through Tail animation assignment.
4. the Walk: and Arcs (2 weeks)
   How to research for animation
   How to breakdown a movement for clean key management.
   Walk assignment
5 Character Walk (2weeks)
   Adding personality to the walk.
   Character Walk Assignment
6. Body Dynamics (2weeks)
   Understanding the mechanics of natural movement, and effect of forces and weight.
   Push a heavy object up an incline Assignment
7. Pose to Pose (3 weeks)
   Acting for clarity of emotion.
   Pose to Pose Assignment
8. Digital Editing (1 weeks)
   Editing together all scenes for a demo reel.
   Editing assignment

General Requirements and Policies
Attendance will be expected and graded
Grading Scale:
  Class participation and attendance  30%
  Weekly assignments 40%
  Midterm and Final Demo Reel 30%

A: 90 -100%  Excellent
B: 80-89%  Good
C: 70-79%  Average
D: 60-69%  Poor
F: <60%  Did not meet minimum objectives

Classroom Delivery / Methods and Time Allocations
Presentation and Demonstration: 90 min/week average
Assignment critique: 60 min/week average

Description of Assignments, Projects, Papers

Projects will be individual assignments.
Scene assignments will be viewed by class with instructor critique,
  revisions will be requested and due the following class.
Mid-term will consist of Sketchbook and written quiz
Final will be the Demo reel; all assignments edited together
Scene assignments must be handed via internet blog,
due 5pm the evening before class

Summary of Course Requirements and Expectations

Attend all classes, be on time and participate in class discussions.
Read assignments before class as preparation for the next discussion.
Complete all class assignments and revisions on time and retain a copy.