

ART 184 Computer Animation Spring 2005

Section: 0314 Room F201
Monday- Wednesday 9 a.m.-11:45 a.m.
January 19- February 13, 2005

Instructor: Mike Pucel
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Course Description:

The art of animation (animated sequences, special effects, titles, etc.) using the computer. Construction of characters, background graphics, color, scaling, storyboard, cells, timing, editing, and surface rendering. Screening and discussion of selected animated short films and videos.

Prerequisites or Corequisites:

ART100, ART111, ART116 or permission of the instructor.

Text Required:

Project Flash MX by Nat Gertler, Thomson Delmar Learning, ISBN 1-4018-2601-6

Supplies needed:

1. Notebook for making notes
2. Sketchbook for designs or
3. USB Flash Drive (memory stick)
4. Several CD-R discs or Zip disks
5. A few other materials may be required for specific assignments

Course Competencies:

1. Compare and contrast aesthetic characteristics of traditional animated film and computer animated video.
2. Describe hardware and software characteristics of electronic animation.

Bring your materials to each class session. DO NOT depend on borrowing from other students.

3. Describe the use of graphic files and file management in an animation program.
4. Construct graphic characters through tools, textures, rendering, fill, color, and design applications.
5. Design background graphics aesthetically and interface with outside sources
6. Execute cell block and cell sequence of aesthetically designed animation.
7. Draw a storyboard which applies appropriate artistic concepts and aesthetic design components.
8. Execute animation which uses appropriate timing and good composition of art elements.
9. Produce animation to video.

Taping Policy :

Faculty are, by law, afforded copyright protection in their classroom lectures and, therefore, may limit circumstances under which students may make audiovisual tapes of classroom lectures.

Grading:

Each student will be evaluated by:

This syllabus is subject to additions, deletions, and changes as needed.

Special Notes:

The instructor will withdraw students who are not attending classes after three unexcused absences.
Assignments will be given at the beginning of class.
You are still responsible for the same quality and quantity of work as if you had been present.
No headphones, cell phones, or beepers. Dress appropriately for messy materials.

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1. Submission of 3 projects (20 pts. each).
2. 5 tutorials (30 pts. total) from the book.
3. Class participation about required reading from text (10 pts.).
4. A final grade will be the sum total points of 3 projects, 6 tutorials, and class participation.
5. 100 to 91= A
90 to 81 = B
80 to 71= C
70 to 61= D
60 to 0 = E

Tutorial and Project Schedule (Subject to change)

Week 1

Read pp. 1- 58.

Week 2

Read pp. 79- 111, complete the "Axe" tutorial that starts on p. 94.

Week 3

Read pp. 130- 145, complete the "Catapult" tutorial that begins on p.130.

Week 4

Read pp. 152- 166, complete the "Building a Teakettle" tutorial that begins on p. 158.

Week 5

Spaceship Project.

Disability Support Services
Location: Learning Center Building
Telephone: (602) 285-7477 V/TDD

The **Disability Support Services (DSS) Office** coordinates services which will ensure equal access to college programs for students with disabilities. Services include interpreting for the deaf/hard of hearing, notetaking, reading, scribing, adaptive technology, testing accommodations, alternative text formatting, and special seating arrangements. Some classroom accommodations such as interpreting services, audio taped texts and handouts, enlarged print and Braille materials require preparation time. For this reason, students with disabilities are encouraged to contact the **DSS Office** prior to registration and provide us with the necessary documentation. All disability-related information provided to **DSS** remains confidential.