ART 284 Intermedia Animation
Spring 2005

Section: 0330 Room F201
Monday- Wednesday 9 a.m.-11:45 a.m.
January 19- May 13, 2005

Instructor: Mike Pucel
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Course Description:

Elements of electronic animation with interactive text graphics, photography, sound, film, and video construction.

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

Prerequisites or Corequisites:

 ADA/ART/MMT184
or permission of the instructor.

Course Competencies:

1.   Develop character construction through use of graphics, photography, modeling and sculpting, and basic electronic rendering.

2.   Direct an animation, including staging of the characters, coordinating views and angles, and lighting.

Text Required:

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

3.   Use electronic video input to digitize two and three dimensional characters for foreground or background effects

4.   Use electronic video input to overview, edit, and add sound to animation as appropriate.

Supplies needed:

1.   Notebook for making notes

2.   Sketchbook, boards, pencils and other layout materials for designs and storyboards.

3.   USB Flash Drive (memory stick) or

4.   Several CD-R discs or Zip disks

5.   a few other materials may be required for specific assignments

5.   Work with interacting modes from story boards through scripting.

6.   Employ production options, such as output to CD ROM, slide, and video.

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.

ART 184 Computer Animation
Spring 2005

Project Schedule
(Subject to change)

Week 1- 4

Read pp. 1- 49.
Complete the book Projects 1- 6, due TBA
Storyboarding lecture.
Work on and complete Storyboard for Animation1.

Week 5-8

Read pp. 51- 98.
Complete the book Projects 7- 10, due TBA.
Work on and complete Animation 1.

Week 9-12

Read pp. 99- 151.
Complete the book Projects 11- 15, due TBA.
Work on and complete Storyboard for Animation 2.

Week 13-16

Work on and complete Animation 2.
Portfolio.
Due date : Finals week.

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:

1.   Submission of 15 projects (20 pts. each).

2.   2 storyboards (100 pts. total), animations (200 pts. total) from the book.

3.   Class participation about required reading from text (50 pts.).

4.   A final grade will be the sum total points of 15 projects, 2 storyboards, 2 animations and class participation.

5.   100 to 91= A
       90 to 81 = B
       80 to 71= C
       70 to 61= D
       60 to 0 = E