

**PELLISSIPPI STATE COMMUNITY COLLEGE  
MASTER SYLLABUS**

**INTRODUCTION TO THE ART OF ANIMATION  
VPT 1060**

**Class Hours:** 3.0  
**Laboratory Hours:** 0.0

**Credit Hours:** 3.0  
**Revised:** Fall 2016

**Catalog Course Description:**

This course is an introduction to the traditional techniques and history of animation. The class will explore animation workflows from conceptual development through final production. Topics of study include history, story, storyboarding, timing, 2D animation techniques, stop motion, motion graphics and 3D animation.

**Prerequisites:**

None

**Co-requisites:**

None

**Textbook(s) and Other Course Materials: Required Textbook:**

Williams, R. (2012) The Animator's Survival Kit - Revised Edition. New York: Farber Inc. ISBN# 978-0-86547-897-8

**Required items for the class are:**

- A portable/external USB 3.0 hard drive or flash/jump drive with minimum 32 GB of space
- Pencils/Erasers
- Micron Pens or fine point markers
- Sketch Book
- 4x6 Index Cards

**I. Week/Unit/Topic Basis:**

**Week Topic**

- |   |   |
|---|---|
| 1 | Getting started; discuss syllabus and desired outcomes of this course. Discuss project requirements, materials and establish workflow techniques. Macintosh Basics. |
| 2 | The history of sequential imaging and animation.  |
| 3 | Digital 2D: Working with Adobe Illustrator, Adobe Photoshop and ToonBoom Harmony.   |
| 4 | 2D Animation workflows using Illustrator/Photoshop and an introduction to After Effects. Working with light tables and translating drawings into the                |

digital environment.

- 5 Introduction to the 12 principles of animation: Squash and Stretch, Anticipation, Staging, Straight Ahead Action and Pose to Pose, Follow Through and Overlapping Action, Slow In and Slow Out, Arcs, Secondary Action, Timing, Exaggeration, Solid Drawing, Appeal.
- 6 The process of storyboarding and an introduction to Storyboard Pro.
- 7 ( MIDTERM ) Fundamentals practices and application of animation principles.
- 8 Staging for animation and working with cameras.
- 9 Traditional animation practices in ToonBoom Harmony; Drawing, Painting, Importing/Exporting, Setting Keyframes, Working with the X-Sheet, Animating Cameras.
- 10 Introduction to stop motion animation and the DragonFrame interface and workflow.
- 11 3D Animation: An introduction to CINEMA 4D.
- 12 Overview of Adobe Premiere CC 2015 and editing for animation.
- 13 Group Animation Project Assigned
- 14 Group Animation Project Work Days
- 15 Group Animation Project reviews and critiques, Final Exam

## **II. Course Goals\*:**

The course will:

- A. Establish student's knowledge of the 12 basic principles of animation. I, III
- B. Develop a knowledge of the history, key terms and workflows of animation. I, II, III. V
- C. Build skills of visual storytelling through the creation of storyboards and animatics. I, II, III, IV, VI
- D. Develop a working knowledge of bitmapped and object-oriented, vector based animation and graphics programs. I, II, IV
- E. Effectively work in a group setting to complete an animated short film with all phases of production using the industry standard animation software. I,II, III, V,VI

\* Roman numerals after course objectives reference goals of the VPT program (The Career Program Goals and General Education Goals can be found at the [VPT Curriculum and Instructional](#) page)

### **III. Expected Student Learning Outcomes\*:**

Students will be able to:

1. Create effective animations that communicate the desired message to the intended audience. C
2. Use a wide variety of industry-standard equipment, techniques, software, hardware and materials to produce the appropriate content. C, D
3. Demonstrate proficiency in the fundamental principles of animation. C
4. Understand industry standard terms and workflows. A, B, C, D, E

\* Capital letters after Expected Student Learning Outcomes reference the course goals listed above.

### **IV. Evaluation:**

A. Testing Procedures: 20% of grade

Midterm	cumulative
Final exam	cumulative

B. Laboratory Expectations: 80% of grade

Five main projects focused on the development and application of the principles of animation. Projects will allow students to become proficient in multiple industry standard animation applications and workflows. 55%

Class Participation 25%

C. Field Work: None

D. Other Evaluation Methods: None

E. Grading Scale:

A=90% to 100%

B=80% to 89%

C=70% to 79%

D=60% to 69%

F= Below 60%

### **V. Policies**

A. Attendance Policy:

Pellissippi State expects students to attend all scheduled instructional activities. As a minimum, students in all courses (excluding distance learning courses) must be

present for at least 75 percent of their scheduled class and laboratory meetings in order to receive credit for the course. Individual departments/programs/disciplines, with the approval of the vice president of Academic Affairs, may have requirements that are more stringent. In very specific circumstances, an appeal of the policy may be addressed to the head of the department in which the course was taken. If further action is warranted, the appeal may be addressed to the vice president of Academic Affairs.

**Program Attendance:** The VPT program believes a more stringent requirement is realistic because of the contractual commitment made by the College with local area employers. Therefore, to successfully complete VPT courses, students must attend at least **85% of classes**. To be considered in attendance, students are expected to be in class at the scheduled starting time for that class. Students will be considered tardy from that time until 10 minutes after the scheduled starting time. Three such tardies shall constitute an absence. Students arriving any time after 10 minutes beyond the scheduled starting time for a class will be considered absent.

**B. Academic Dishonesty:**

Academic misconduct committed either directly or indirectly by an individual or group is subject to disciplinary action. Prohibited activities include but are not limited to the following practices:

- Cheating, including but not limited to unauthorized assistance from material, people, or devices when taking a test, quiz, or examination; writing papers or reports; solving problems; or completing academic assignments.
- Plagiarism, including but not limited to paraphrasing, summarizing, or directly quoting published or unpublished work of another person, including online or computerized services, without proper documentation of the original source.
- Purchasing or otherwise obtaining prewritten essays, research papers, or materials prepared by another person or agency that sells term papers or other academic materials to be presented as one's own work.
- Taking an exam for another student.
- Providing others with information and/or answers regarding exams, quizzes, homework or other classroom assignments unless explicitly authorized by the instructor.
- Any of the above occurring within the Web or distance learning environment.

Please see the Pellissippi State Policies and Procedures Manual, Policy 04:02:00 Academic/Classroom Conduct and Disciplinary Sanctions for the complete policy.

**C. Accommodations for disabilities:**

Students that need accommodations because of a disability, have emergency medical information to share, or need special arrangements in case the building must be evacuated should inform the instructor immediately, privately after class or in her or his office. Students must present a current accommodation plan from a staff member in Disability Services (DS) in order to receive accommodations in this course. [Disability Services](#) (<http://www.ptcc.edu/sswd/>) may be contacted via [email](#) or by visiting Alexander 130.

**D. Other Policies:**

Any act of misuse, vandalism, malicious or unwarranted damage or destruction,

defacing, disfiguring, or unauthorized use of property/equipment belonging to Pellissippi State is subject to disciplinary sanction.