ARTS 266: INTERMEDIATE ANIMATION

Time: Monday/Wednesday, 6:30 PM - 9:00 PM
Prerequisite: ARTS 166
Room: Napolitano lab
Instructor: Elyse Kelly
Email: elyse.kelly@georgetown.edu
Office hours: Wednesdays 5:00 PM - 6:00 PM (Midnight Mug) and by appointment. Please email me to setup a time.

Overview:
This class is an intermediate course that explores experimental and traditional animation practices through exercises using 2D digital techniques. Each week will consist of a lecture, screening of related works, and a lab. By the end of this course students will be able to execute short animations, visually express both abstract concepts and conventional narratives, and identify how animation principles affect all animated work be it digital or analog, independent or commercial, refined or rough. Students are expected to play, take risks and work outside their comfort zones. The goal is to push beyond the technical aspect of animation to consider the content of the work: what ideas are you trying to express, why are they important, and what is the best what to communicate that to an audience?

This course is a Doyle Seminar, part of the Doyle Engaging Difference Program, a campus-wide curricular initiative, and gives faculty the opportunity to enhance the student research component of upper-level seminars that address questions of national, social, cultural, religious, moral, and other forms of difference. The Doyle Seminars are intended to deepen student learning about diversity and difference through enhanced research opportunities, interaction with thought leaders, and dialogue with the Georgetown community and beyond.

Course objectives:
Upon successful completion of the course, students will be able to:
- Demonstrate a knowledge and application of standard digital tools to generate unique motion graphics and animation projects.
- Communicate ideas and emotional impact through visual and kinetic images.
- Show a mastery of forming constructive critique of animation.
- Connect with an audience through character and storytelling

Required Hardware / Supplies:
- USB drive (at least 1 TB). Must be Mac formatted drive – Recommended Drive
- Headphones
- Sketchbook for observational drawings, notes and ideas
- Alternative art supplies not provided by class (as needed)

Suggested reading and references:
Motionographer.com (resource for motiongraphics news, work, interviews)
awn.com (resource for general industry news)
animationresources.org (articles and historical animation clips)

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COURSE EVALUATION CRITERIA:
The class will be judged by completion of homework and final project illustrating the principles discussed in the lecture. Students will not be graded on personal drawing skills but that they attend the lectures and do the assignments to the best of their ability.

Participation + Critiques - 20%
Weekly Assignments - 45%
Final Project 35%
Total - 100%

Evaluation Criteria Definitions
Participation + Critiques consists of:
- Participation: Offering constructive comments in discussions and critiques of others’ work.
- Presentation: Giving a convincing explanation and defense of work; effective, professional presentation.
- 100% attention is required during critiques and meetings. Thoughtful and serious engagement, critical thinking and sensitivity regarding other students and their work are crucial. You are expected to be present and engaged in every class, and well prepared for every meeting and critique.

Weekly Assignments consist of projects assigned covering weekly topics and are evaluated using the following criteria:
- Completion: A complete and finished assignment is submitted by the deadline.
- Demonstration of Principles Covered: Effectively demonstrated understanding and application of principles and techniques learned in class.
- Accuracy of Assignment Guidelines: Met the required guidelines of the assignment.
- Communication of Ideas/Creativity: Effectively communicates their ideas through tools and techniques with a creative and innovative approach.

Final Project consists of:
- Completion: A complete and finished project is submitted by the deadline.
- Mastery of Principles Covered: Demonstrate a mastery of principles and techniques.
- Effectiveness of Execution of Idea: Able to execute and communicate idea proposed.
- Communication of Ideas/Creativity: Use a creative and innovative approach with tools used and approach to concept.
WEEK 1
● Class intro
● Defining storytelling
● DEMO: Photoshop
● HOMEWORK: Animated Dream character/set design

WEEK 2
Day 1:
● LAB TIME
Day 2:
● HOMEWORK DUE: Surrealist character/set design
● Who: acting & creating character through movement
● DEMO: Intro to After Effects (pt. 1)
● ASSIGNMENT: Animated Dream

WEEK 3
Day 1:
● NO CLASS, MLK Day
Day 2:
● GUEST LECTURE: Jason Carpenter (TBD)
● LAB TIME

WEEK 4
Day 1:
● How: Designing story
● DEMO: AE (pt. 2)
Day 2:
● LAB TIME

WEEK 5
Day 1:
● DUE/IN-CLASS REVIEW: Animated Dream
● Pattern, abstraction & personality
● DEMO: Illustrator, Shape layers (pt. 1)
Day 2:
● DEMO: Shape layers (pt. 2)
● LAB TIME
● ASSIGNMENT: Pig Animation

WEEK 6
Day 1:
● GUEST LECTURER: Naghmeh Farzaneh (TBD)
● LAB TIME

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Day 2:
- Why: Non-dialog storytelling & overcoming obstacles
- DEMO: Puppets
- ASSIGNMENT: Character design

WEEK 7
Day 1:
- LAB TIME
Day 2:
- DUE/IN-CLASS REVIEW: Pig Animation
- When: Inertia, reaction & traditional narrative
- DEMO: Puppets (pt. 2)
- ASSIGNMENT: Character animation

WEEK 8
Day 1:
- Review Final Project
- Ma & non-narrative film
- ASSIGNMENT: Final Project Storyboards, Continue Character animation
Day 2:
- LAB TIME

WEEK 9: SPRING BREAK - NO CLASS

WEEK 10
Day 1:
- What: VO & documentary
- DEMO: Sound in AE (+ Premiere refresh)
Day 2:
- GUEST LECTURER: Molly Kaplan
- LAB TIME

WEEK 11
Day 1:
- DUE/IN-CLASS REVIEW: Character animation
- Kinetic typography
- DEMO: Text
- ASSIGNMENT: Kinetic Typography (field trip to Hirshhorn)
Day 2:
- DUE/IN-CLASS REVIEW: Final Project Storyboards
- LAB

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WEEK 12
Day 1:
  ● LAB TIME
Day 2:
  ● Where: Building character through space
  ● DEMO: 3D

WEEK 13
Day 1:
  ● DUE/IN-CLASS REVIEW: Kinetic Typography
  ● DEMO: Compositing, Green screen, Simulations
Day 2:
  ● FIELD TRIP: Video Consortium screening
  ● ASSIGNMENT: Final Project WIP

WEEK 14
Day 1:
  ● DEMO: Cinema 4D
  ● LAB TIME
Day 2:
  ● GUEST LECTURER: Kolin Pope (TBD)

WEEK 15
Day 1:
  ● LAB TIME: Final project
Day 2:
  ● GUEST LECTURER: Simon Castro-Wilches (TBD)
  ● LAB TIME: Final project

WEEK 16
Day 1: NO CLASS, EASTER BREAK
Day 2:
  ● IN-CLASS REVIEW: WIP Final Project
  ● LAB TIME: Final project

WEEK 17
Day 1:
  ● LAB TIME: Final project

FINAL SCREENING
TBD @ Healey Family Student Center screening room:
  ● FINAL PROJECTS DUE TBD @ 5pm
  ● Friends and family welcome!

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*** Please note this syllabus is subject to change. The instructor may modify the material or schedule specified in this outline. Any changes will be announced in classroom.

**GRADING POLICY:**

94% - 100% = A  
90% - 93% = A-  
87% - 89% = B+  
83% - 86% = B  
80% - 82% = B-  
76% - 79% = C+  
70% - 75% = C  
66% - 69% = D+  
60% - 65% = D  
0% - 59% = F

The grade of A is awarded for excellence, the very best work in the class. An A student turns in all work on time with consistently very high standards of quality, creativity, and original thinking. This person produces outstanding products and performs exceptionally in presentations and critiques. This grade is for Excellent work in the class.

The grade of B is awarded to students who have turned in all work on time, and consistently completed work in a high quality manner. The work shows creative thinking, extra effort, and care in presentation. This person has demonstrated knowledge that surpasses the basic material and skills of the course. This grade is for Very Good work in the class.

The grade of C is earned when all class work is turned in and the student has mastered the basic material and skills of the course. This person participated in class and demonstrated knowledge of the basic material and skills. This grade is for average work in the class.

The grade of D or F is given for work that is incomplete, late, and/or does not demonstrate mastery of the basic material and skills of the course. This grade is for below average work in the class.

**CLASS POLICIES:**

**Attendance/Absences**

Attendance is mandatory and will be taken at the beginning of each class. Attendance will be worth 10% of your final grade. Frequent absences, tardiness, and/or leaving class early will be detrimental to your final grade. Three late arrivals equal one absence. Excessive absences (more than three per semester) will result in a lowered grade (A to B, B to C etc.). Six unexcused absences will result in a failing grade. The instructor may allow absences in certain situations, but only if the student has talked to the instructor beforehand. If you miss a class, it is your responsibility to find out what announcements, assignments, readings or lecture notes you missed.

**Assignments/Projects**

Students are expected to complete assigned projects and homework before class on the due dates listed in the syllabus or as announced in class. All projects and homework must be handed in at the beginning of
class on specified due dates. Past work is not accepted for this class, no can work produced in other classes and/or assignments be used for this class. All work should be conceived and created for the specified project assignments.

**Late Work**
Late work will be deducted 10% each day it is late, and will not be accepted one week after it is due. If you are submitting late work, please communicate with me directly via email.

**Re-submitting Work**
Students may resubmit work incorporating notes from critique to improve their grade for most assignments. If the student wishes to resubmit work, they should send the updated assignment directly to the instructor within two weeks of the due date, or one week after grades have been posted, whichever comes later. This does not apply to late work - students should keep in mind work will not be accepted one week after it is late.

**Participation**
Active participation in class critiques and discussions is mandatory. It is important to clearly communicate your own work process and concepts, and speak constructively about your opinions, suggestions, and interpretations of the work of your peers, screenings, and readings covered in class. Just being in the classroom does not equal participation: I am looking for engagement, active listening, and peer-to-peer learning. During workshop time, you are invited to converse with your classmates: ask each other questions and offer each other suggestions.

**Incomplete**
A grade of Incomplete is only given if you are unable to complete the work required in the course because of verifiable medical reasons or documented circumstances beyond your control as stated in the current Undergraduate Catalog. The current Undergraduate Catalog can be viewed here: https://bulletin.georgetown.edu/regulation/studying#Incompletes

**Critiques**
During the critiques it is expected that class members be present and involved in the discussion and transmission of feedback on other people’s work. Even if your project is incomplete at the time of deadline you are still required to attend class, present what you have, and give your full attention to the work of others being presented. The majority of what you will learn in this course about animation and your own personal opinions and tastes will take place during critique. Arrive to class, on critique days, with your work in the proper assigned format, cued if necessary, and prepared to discuss and express your ideas. The final screening date is absolutely mandatory and equivalent to a final exam.

**Cell Phone/Internet Policy**
During class times the use of your laptop computer, iPad or Phone is allowed only if you are using the device to take notes or work on assignments.

**Visual Plagiarism**
While reuse and remix of materials for creative and academic purposes may fall under fair use, for the purposes of preparing you for best practices in the professional industry, in projects you submit as your work, you should only use visual materials and sound that use a Creative Commons license.

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Lab policy
Drinking and eating in the Napolitano lab is severely prohibited. Spilling fluids and/or food over a monitor, a computer or a keyboard could destroy it and jeopardize your work and the work of other students. By damaging the lab equipment you could lose your privilege to access the facilities and equipment. See also the Napolitano Classroom User Guidelines in regards to lab policy. The equipment in the Napolitano lab is to be used only during class demos and workshops. For class projects you will have to borrow the cameras from the library.
https://www.library.georgetown.edu/gelardin/picchi

Lab hours and lab monitors
See posted lab hours on Canvas or outside of the lab.