



S P R I N G 2 0 1 0

**COURSE DESCRIPTION** Introduction to Computer Animation

**STUDENT OUTCOMES** As a result of successfully completing this course, students...

will be able to:

- Have a better understanding of computer graphics.
- Gain knowledge of terminology and concept of software techniques and flow used within the Visual Effects, Games and Animation Industry.
- Learn basic software tools.

will be familiar with:

- Photoshop and After Effects.
- Computer graphics.
- Terminology within different production fields.

will display the following attitudes/professional behaviors:

- Complete all home work assignments.
- Prepare and contribute to classes.

**PREREQUISITES**

**COURSE FEE** \$

**CREDIT HOURS** 3

**METHODS OF INSTRUCTION**

**BIBLIOGRAPHY**

**REQUIRED READING**

**ASSIGNMENTS**

Students are expected to spend a minimum of 10 hours per week on projects outside of class. All projects are due on the specified dates (see course schedule). A late project is marked down one grade (B to C). A project more than one week late will receive a grade of F.



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**METHODS OF  
EVALUATION**

**MINIMUM  
REQUIREMENT FOR  
PASSING THE COURSE**



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## **COURSE OUTLINE**

- Session 1**                      **Introduction to CG** - This is an introduction to the various ways in which CG artists interact with their digital tools and the computers on which they run. You will also learn about recent changes in tools used by animation and visual effects companies. you will also have a basic understanding of file naming conventions
- Assignment** - Write a short Bio and upload a fairly high res picture of yourself that can be used in later lessons.
- Session 2**                      **Photoshop Part 1** - Getting to know the work area in Photoshop.  
- Basic Image manipulations and Color Corrections
- Assignment:** Use one of their own images and correct/alter color. Using adjustment layer or any of the other methods discussed
- Session 3**                      **Photoshop Part 2** - Vector Graphics and icons
- Assignment** - Using one of their images add a vector graphic shapes
- Session 4**  
**PROGRESS GRADES**  
**(EXCEPT SUMMER)**                      **Photoshop Part 3** - Alpha channels, Practice using the Quick mask tool to create a layer mask
- Session 5**                      **Photoshop Part 4** - Layers and text
- Assignment** - Create a new alpha channel for mask. Practice using the Quick mask tool to create a layer mask. Hand in jpg and .psd file
- Session 6**                      **Last Chance Workout** - Use this time to review for the Midterm and finish any work you may need to catch up on. Review Photoshop technique videos
- Session 7**  
**MIDTERM GRADES**                      **Midterm**
- Session 8**                      **Intro to animation in After FX** -  
Assignment: Concept for animation. Create Photoshop file for After Effects Comp.
- Session 9**                      **Creating a Computer animation in After FX** -  
Assignment: Import psd file into After Effects and create composition. Animate at least one of the elements.
- Session 10**                      **Rendering and compression in After FX** -



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## **COURSE OUTLINE**

### **Session 11 PROGRESS GRADES (EXCEPT SUMMER)**

**Intro to Maya:** In this module we will explore the interface and simple primitive creation process used in the 3D world.

**\* Class Final Assigned \***

**Assignment:** Create a box that has 4 by 4 subdivisions and is 2 meters by 2 meters. Select the polygon face of the box and extrude it in. separate the extrusion to a separate object.

### **Session 12**

**Intro to Maya Part 2:** In this Module we will get an intro to UVs, Materials, lights and shaders.

**Assignment:** In this assignment we will take our object and apply a uv map, a shader, and a texture. We will then create a scene light and render the object with simple shadows.

### **Session 13**

**Intro to Maya Part 3:** In this Module we will learn the basics of 3d animation and animate a simple bouncing ball.

**Assignment:** Take your object from the previous assignment and animate it using one of the methods we have covered.

### **Session 14**

**Class Final Project Due-** Turn in Final Assignment

### **Session 15 FINAL GRADES**

**Peer Review of final Assignments and Next Step Suggestions**

## **ATTENDANCE**

Students are expected to attend all class meetings and final grades will reflect this policy. Attendance means arriving on time and staying for the entire class session. Each course requires that the student be present at and participate in, every class session. Failure to attend classes, tardy arrivals and early departures will be reflected in final grades as follows:



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- Four (4) Ls (late arrivals) may drop the final grade by one step (B to C, C to D...)
- Three (3) unexcused absences may result in a final grade of F.
- Three (3) consecutive absences may result in a final grade of F or being dropped from the class.

#### **EXCUSED ABSENCES**

Absences do not lower semester grades if they are excused. Absences are excused on the following grounds only: illness, injury or other medical necessity accompanied by a doctor's note; death in the student's family.

All work must be submitted in a timely manner. Failure to submit an assignment or complete a project on time may be reflected in the grade for that assignment/project. Any work that is not submitted as due may be marked down by one step grade (B to C, C to D...) for each week that it is late. An excused absence does not alter the deadline for assignments or projects.

#### **PETITION FOR GRADE OF INCOMPLETE**

In special circumstances a student may request a grade of Incomplete. Students must submit a **Petition for the Grade of Incomplete Form** before the end of the term to the relevant instructor and Department Director for approval. Authorization for an Incomplete is not automatic and approval will depend on the circumstances leading to the request. Students may obtain Incomplete forms from their academic advisor. Students will generally be required to demonstrate that they are unable to complete the required class assignment because of a personal emergency, an illness or a documented family emergency. All other work must be completed and up-to-date with only the final project not completed. The petition must be approved prior to the end of the term and sent to the Records Office with the final grade roster.

#### **Conversion of an Incomplete Into a Letter Grade**

A grade of I must be made up in accordance with the instructor's requirements within the first two weeks of the following term. Failure to make up the Incomplete within this time frame results in an automatic conversion to a grade of F. (Therefore, a student who receives a grade of I for the Spring semester has until the second week of the Summer semester to change the grade.) Students who feel they have been Administratively Withdrawn from a course or courses in error should complete an Add Form and must meet with their academic advisor. Students are responsible for promptly reviewing final semester grades online using the Self Service system. A student will only be permitted to petition for a change of grade during the semester immediately following the completion of course work for the questioned grade.

#### **ACADEMIC PROBATION**

Students will be placed on Academic Warning if their semester Grade Point Average (GPA) falls below a 2.0, but their cumulative GPA remains at 2.0 or higher. If their cumulative GPA falls below a 2.0, the student will be placed on Academic Probation and if their cumulative GPA falls below 2.0 for two consecutive semesters, the result is dismissal from college. If a student is



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dismissed, the student may apply for reinstatement after one full term has passed by submitting a letter to the Grievance Committee giving reasons for his/her academic record and requesting that re-admission be granted.

## **GRADING**

### **CRITERIA**

Students are graded on their skill level relative to industry standards. The student's skill level comprises all of the following:

1. The quality of conceptualization as it relates to assignments.
2. The quality of craft and design skills.
3. The quality of a student's presentation.
4. The student's mature ability to interact with peers and faculty members.
5. The student's mature ability to receive and act upon critiques.
6. The student's participation in and contribution to the class.
7. The student's ability to meet weekly and final deadlines.
8. The student's attendance record.

### **GRADE INTERPRETATIONS**

A (4 grade points)	Excellent work.
B (3 grade points)	Good work.
C (2 grade points)	Average performance. Student has achieved objectives of the course.
D (1 grade points)	Below Average. Student has not met the objectives of the course. Student must repeat the course.
F (0 grade points)	Failing. Student must repeat the course.

Students are expected to complete the courses they are enrolled in, and the Academy discourages students from dropping a class simply because they do not expect a good final grade. A student who is doing poorly or who wants academic assistance of any kind, at any level, is encouraged to contact the Study Hall, Academy Resource Center, 180 New Montgomery Street, or call 415.263.8830.

## **CLASSROOM ETIQUETTE**

The classroom is a learning environment and must be kept free from disruption. The Academy has a zero-tolerance policy with regard to verbal and/or physical abuse. Violation of this policy is grounds for immediate dismissal from the Academy. Set pagers or phones to "silent." Gas-powered scooters are not allowed in any Academy building.



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## **PLAGIARISM**

All works (written and visual) must be the student's own creation. In written works, any quotes or paraphrases from source material must be properly footnoted. Any student who plagiarizes will receive an F for that project grade and/or their final grade. Plagiarism is grounds for dismissal. The above policy constitutes an official warning to each student. Any violations will not be given a second attempt to correct. If you have further questions about plagiarism, please see your instructor.

## **SUPPORT RESOURCES**

### **ACADEMY RESOURCE CENTER (ARC)**

**180 New Montgomery Street, Room 201 (Reception), (415) 263-8830**

### **ENGLISH FOR ART PROGRAM (EAP) CLASSES**

English for Art Purposes (EAP) classes are provided for non-native speakers of English. In EAP classes, students study speaking, listening, reading, and writing so that they can succeed in their art and design, Liberal Arts, and Graduate Studies classes. There are five levels of EAP classes that are linked in content to the art and design classes. Placement in EAP classes is determined by a diagnostic English test and oral interview that all international students are required to take upon enrolling at the AAU.

### **ESL SUPPORT PROGRAM**

The ESL Support Program provides in-class language support and individual tutoring to international students at all levels and in all majors. ESL support teachers are assigned to designated sections of classes based on need and can also be assigned to other classes by instructor or student request. Support teachers hold weekly ESL study groups to students in ESL-supported sections and are available for outside tutoring as well.

### **WRITING LAB**

Writing Lab teachers tutor students individually, by appointment, to help them with written assignments. Assistance is available to all undergraduate and graduate students.

### **SPEAKING LAB**

Speaking Lab teachers provide tutoring, by appointment, to help all students with oral presentations and pronunciation skills. The Speaking Lab also organizes conversation groups for international students to practice their English.

### **MIDPOINT REVIEW WORKSHOPS (MFA ONLY)**

Midpoint Review Workshops are provided for graduate students who are working on their midpoint reviews (written proposal and oral presentation).

### **STUDENT ACADEMIC SUPPORT (SAS)**

**180 New Montgomery, Reception–Room 201, (415) 263-8830**

ARC Coaches are experienced instructors who work with students through one-on-one coaching. Academic Coaches meet with students on a drop-in basis or by appointment to make sure that students are receiving the support they need



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to succeed in their classes. They assist students by answering questions related to the AAU, facilitating communication between instructors and students, and informing faculty and students about specific ARC services to meet their needs.

**ARC TUTORING (formerly Study Hall Tutoring)**

The Academy Resource Center (ARC) Tutoring office provides remedial, one-on-one tutoring to Academy of Art University students in all majors (graduate and undergraduate) who meet certain criteria. Qualifying students may request tutoring or be referred through Student Academic Support (SAS) or Classroom Services at the ARC by their department directors, instructors, and/or advisors. Individual tutoring is available throughout the semester and is provided free-of-charge by current Academy faculty. Students are advised to make use of other available services (i.e. Department Workshops) before requesting tutoring.

**CLASSROOM SERVICES**

Classroom support services are provided for students with documented disabilities. Services are determined on a case-by-case basis. For more information, please contact the Classroom Services Department.

**ONLINE EDUCATIONAL SERVICES (OES)**

The Online Educational Support (OES) Team provides assistance to Academy students enrolled in online courses. The OES team is committed to offering the same excellent support services that are available to students taking classes on campus at the Academy of Art University. Online students can benefit from a wide range of resources, including an orientation to online classes, online language support (OLS) for international students, an online writing lab (OWL), and online academic support (OAS) to promote achievement in Academy of Art University online classes. Students can also access helpful tips for improving specific skills for online classes. To find out more about these valuable services, please visit the Academy of Art University's website at [www.academyart.edu](http://www.academyart.edu).

**FACULTY DEVELOPMENT**

The mission of Faculty Development is to foster effective and informed teaching practices that promote creativity and learning. For more about the department, please see <http://faculty.academyart.edu>