Mission Statement:
Our mission is to serve as a leading center of Christian thought and action providing an excellent education from a biblical perspective and global context in pivotal professions to equip Christian leaders to change the world.

COURSE SYLLABUS

SCHOOL OF COMMUNICATION & THE ARTS
ANIMATION DEPARTMENT

ANIM 218
ADVANCED 2D COMPUTER ANIMATION TECHNIQUES
FALL 2011
COM 155
THURSDAYS 6:00-9:00 P.M.

Instructor is yet to be assigned but content/texts will remain. Daily assignments may change.

INSTRUCTOR INFORMATION

Instructor: TBA
Campus voice phone: 757-352-????
Regent email:
Office Hours TBA
Office Location: TBA

NOTE: This syllabus is made available in the summer to allow students to get a glimpse of what the course is about, but it is likely to be updated and revised (we hope “improved”) by start of classes. It is NOT a contract. The instructor at all times has the authority to introduce new materials, pop quizzes, and other additions or alterations to the syllabus. For all that, this document is pretty close to a final form.

All students are required to read and have a thorough understanding of the syllabus. Any questions or concerns need to be addressed to the instructor. Your dated signature below indicates that you have read and understand the elements of this syllabus.

I affirm that I have read through this syllabus and understand the requirements for the course as outlined therein.

Student signature______________________________________________date:___________

Printed Name ______________________________________________
COURSE DESCRIPTION
Explores in-depth techniques for creating quality 2D animation. Students create their own characters, storyboards and final animation of a short piece utilizing Toon Boom Studio software. Students must complete ANIM 112 before taking this course.

RATIONALE/COURSE OVERVIEW
This class is designed to teach advanced application of 2D animation techniques that build on the basics learned in ANIM 112: Introduction to Web-Based Graphics and Animation. I look forward to working with you to make the most of your skills and the capabilities of the Toon Boom Studio program as you continue to discover and develop your unique God-given artistic voice. At the end of this course you should have a portfolio piece you can be proud of.

2D computer-based animation allows you as an artist the unique opportunity to express a singular voice in a medium usually so complex it requires a committee of artists and technicians. We will continue to explore in this course concepts of the unique voice God has graciously given you and how to translate that voice into creations that reflect the beauty and value God has placed in you. You will learn advanced “tricks of the trade” that allow you to take your animation to the next level and to create stories close to your heart that make the most of your time and efforts in achieving the greatest positive impact on an audience. Finally, we will discuss uses for your short film from online postings to film festivals.

Our theme scripture for this course is Philippians 4:4. “Rejoice in the Lord always. I will say it again, rejoice!”

PREREQUISITES
ANIM 103: Introduction to Digital Art
ANIM 112: Introduction to Web-Based Graphics and Animation

DEPARTMENT OF CINEMA TELEVISION GOALS:
1. CHRISTIAN WORLDVIEW: Biblically-based exploration of the impact of cinema-TV on the audience and/or creators.
2. ACADEMICS: To maintain a creative educational experience where students learn through scholarship and the creation of artistic projects that examine and reflect our ever-changing industry.
3. CHRISTIAN COMMUNITY: To foster an environment in and out of the classroom that promotes the principles of a Christian community.
4. GLOBAL COMPETENCE: To critically examine through scholarship and creative projects the aesthetics and techniques of artists and artifacts (in film, video, internet, etc.) from various cultures.
5. STEWARDSHIP: To teach the biblical and professional principles of faithful stewardship through scholarship and practice.

BA IN ANIMATION LEARNING OUTCOMES:
1. Students will demonstrate relevant knowledge of the ways in which Christian principles are evidenced in the practice of their art.
2. Students will demonstrate the ability to conceptualize the way meaning is structured and perceived in animation.
3. Students will demonstrate an understanding of the techniques and practices of animation production including conceptualization, modeling & construction, texturing, animation, digital cinematography, and post-production and the use of relevant tools for each of these stages.
4. Students will demonstrate proficiency in the production of animation

ADVANCED 2D COMPUTER ANIMATION TECHNIQUES COURSE OUTCOMES

Upon completion of this course, aside from the general competencies 1, 2, 4, 5, 6 and 7 listed above, students should be able to:

1. Master Toon Boom Studio and the 2D animation process to create advanced animations mixed with sound that exceed their pre-existing capabilities in six self-defined areas.
   - Assessments: Students will be graded on a final animated 30-60 second project that incorporates these self-defined areas of growth.

2. Pace a production schedule in order to effectively complete aspects of sound recording, animation, and editing on time, according to their own established benchmarks
   - Assessments: Students will be graded on effectively meeting their own benchmark timetable deadlines

COURSE MATERIALS

Required Materials:


Previously required for ANIM 112 and used also for reference in this course:
Toon Boom Studio 4, 4.5 or 5. (Student discounts available at Studica.com, studentsoftwarestore.com, and elsewhere)

Students must have this software installed on their laptop and must bring that laptop to class each week.

**Recommended Software:**
- Adobe® Premiere® Pro or Adobe® AfterEffects®
- Adobe® Photoshop® Version 7 or higher
- Audacity (free sound editing software available online)

**Recommended Resources:**
- [http://www.steveryan.net](http://www.steveryan.net) Tutorials
- [http://www.awn.com](http://www.awn.com) Animation news and job opportunities
- [http://johnkstuff.blogspot.com](http://johnkstuff.blogspot.com) Helpful insights into 2D cartoon animation

**Course Requirements and Assignments**

**Emailing Your Instructor**
The subject line of all e-mail messages related to this course should include the course number and the name of the student (For example, SUBJECT: ANIM 112, John Smith). Following these directions enables the professor to quickly identify the student and course, facilitating a timely response. Students should always include their first and last name at the end of all e-mail messages.

**Attendance Policy**
It is critical for on-campus students to attend all class sessions and for online students to participate in discussion boards on time in order to accomplish learning outcomes. In addition, Regent University is required to maintain accurate attendance records by the U.S. Department of Education. Two (2) attendance units will be recorded each class for each student for any course (any number of credits). Students will have two (2) class hours each session counting toward the twenty-two (30) total attendance units for each course. Any missed portion of one class hour will result in one (1) less attendance unit recorded (i.e. one lost/missed attendance unit) with a maximum of two (2) lost each week.

For five (5) or less missed attendance units a faculty member will deduct at her or his discretion up to five (5) percentage points (5%) for each missed attendance unit from the student’s final grade. For six (6) or more missed attendance units a faculty member may deduct at his or her discretion up to ten (10) percentage points (10%) for each missed attendance unit from the student’s final grade. Because class absences and missed discussion board posting deadlines sometimes result because of extenuating professional or personal situations, faculty members may, at their discretion, offer a student an opportunity to gain back some or all of the lost percentage points through whatever means are appropriate to the situation. However, the recorded loss of the attendance unit will not be altered in the records, even if a student makes up the missed class/work and related grade points. These attendance percentage point deductions may be in addition to and separate from any lost participation points that an individual professor may also deduct for a missed class/assignment.
Assignments turned in late may result in a 5 percent drop for each day it is late.

A. Textbook readings – See individual weeks assignments below

B. Guest Speaker Assignment
You are required to attend all of the official guest speaker sessions during the semester. You must write a 250 word comment paper for each speaker and post it in the message board section of Blackboard. This accounts for 5% of your overall grade.

C. Story Building Exercise — due Week 2
Finish in-class assignment of mindmapping a story and present this in class.

D. Six things to Improve on Your Animation Exercise — due Week 3
Using the provided in-class handout, select six specific areas where you intend to improve on your final project from ANIM 112 in your new final project. Explain what criteria should be used to evaluate this improvement. This should be uploaded to the Blackboard message board.

E. Storyboard Exercise—due Week 4
Illustrate a storyboard of your final project and present it in class using the methods taught in class. Scan and upload to the Blackboard message board.

F. Storyboard Exercise—due Week 5
Based on classmate and instructor feedback, post a revised storyboard in Blackboard.

G. Benchmark Exercise—due Week 6
Set specific benchmarks on how far along you will be in backgrounds, sound recording, animation, camerawork, and editing for weeks 9 and 12 based on criteria taught in class. Post benchmarks in the Blackboard message board.

H. Benchmark Exercise 2—due Week 7
Break down benchmarks further on how far along you will be in backgrounds, sound recording, animation, camerawork, and editing for weeks 9 and 12 based on criteria taught in class. Post benchmarks in the Blackboard message board.

I. Final Project Benchmark Achievement—Weeks 9 and 12
Evaluate yourself on objective criteria of how well you met your self-prescribed benchmarks for the weeks of 9 and 12. Post your self-assessment in Blackboard in the form of a grade as outlined in class.

J. Final Project—Week 15
This is your completed 30-60 second Toon Boom animation project that is the culmination of your work in and outside of class. This will be uploaded to Blackboard according to instructions provided in class.

Assigned readings in the textbook will be completed along with assignments given in class each week. These assignments are given to enable you to gain a better understanding of class discussions and in later
weeks to incorporate them into your final project. Not completing the assignments is detrimental to the progress your learning and keeping up with their final assignment.

**EVALUATION AND GRADING**

A. **Weight**

*Guest Speaker Assignment (5%)*
See assignment B above for details.

*Exercises (35%)*
This represents assignments C through H listed above, each worth 5% of your final grade. Exercises will be graded on the following rubric:
- On-time: 20%
- Follows directions: 10%
- Meets objective of assignment: 30%
- Completion: 20%
- Quality of execution: 20%

*Class Participation/Attendance (10%)*
Class participation is required for this course. There will be discussion of readings that require thoughtful and heartfelt responses. Assignments will require constructive criticism from you for fellow students. Everyone has something unique to share in this regard based on your unique strengths. This is a class in which everyone seeks to improve skills through *positive* reinforcement and encouragement to grow in their craft. This is not the place for harsh criticism. It's a supportive, safe place for everyone to open up, share their best and learn from one another.

*Benchmarks (20%)*
You will be required to set your own benchmark goals for your progress in two exercises (G and H above). Twenty percent of your grade will depend on you meeting those benchmarks at weeks 9 and 12 of class, 10% for each of those two weeks. Once you have agreed to these goals in writing you will be graded on the percentage of actual work completed by these dates. You will assess your own progress compared to your self-assigned benchmarks and give yourself a grade based on meeting those objective criteria. This grade is less qualitative than quantitative, so make sure to at least have attempted work in all of the areas you have committed to by the due dates to maximize your grade in this area and have something measurable to show for your efforts.

*Final Project (35%)*
This is the biggest single chunk of your grade... the culmination of all that we have read about, studied, prayed over, pondered, discussed, and created with our hands, hearts and minds.

Breakdown of Final Project grading is as follows:

- **Story—Clarity and Intentionality of Message:** 15%
- **Layout & Design—Clarity of Characters and Background Interactions:** 10%
- **Animation---Clarity and Intentionality of Movement:** 20%
- **Sound—Clarity and Interaction with Visuals:** 5%
- **Successful Improvement in Six Self-Specified Categories:** 25%
- **State of Completion:** 25%
**COURSE SCHEDULE (WEEK-BY-WEEK)**

**Week 1 – Story Concepts**
An explanation of the course's structure will be covered. discussion regarding individual students' goals for this course. discussion of how we individually view ourselves as storytellers, in-class exercise on building a story. Shared critique & brainstorming.

*Homework & Reading Assignments To Be Announced.*

**Week 2 – Improving Your Storytelling**
Discuss last week's reading materials. Share & critique each student’s story building exercises. Discuss in class ways to take advantage of cycles, separation, panning (truck) shots, etc. Efficiency considered as a way of putting the effort where it will count the most.

*Homework & Reading Assignments To Be Announced.*

**Week 3 – Storyboarding and Improving Your Final Project**
List six things to take your final project “to the next level.” (overlapping action, follow-through, 3D camera moves, etc.) Discuss last week's reading assignments. Prepare for storyboarding.

*Homework & Reading Assignments To Be Announced.*

**Week 4 – Taking Your Animation to the Next Level**
Share & Critique storyboards - constructive feedback. Workshop revisiting basic Toon Boom drawing techniques. Strategies for improving your animation in Toon Boom. Recall lessons learned of Toon Boom program from ANIM 112.

*Homework & Reading Assignments To Be Announced.*

**Week 5 – Advanced Production Techniques Part 2**
Review & Critique storyboards. Discuss advanced techniques featured in reading - sound recording and

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**Grade | Percentage**
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A | 93-100
A- | 90-92
B+ | 87-89
B | 83-86
B- | 80-82
C+ | 77-79
C | 73-76
C- | 70-72
D+ | 67-69
D | 63-66
D- | 60-62
F | 00-59
editing, the animatic, rotoscoping and effects animation. Exploration of cut-out animation. Revisit animation improvement techniques in class considered for individual projects. How to establish and use benchmarks or milestones to aid in maintaining a schedule.

**Homework & Reading Assignments To Be Announced.**

**Week 6 – Advanced Animation Drawing Principles**
Review past week's reading materials on backgrounds and animation. Discuss advanced 2D drawing techniques and principles for more fluid and realistic movement. Review individual schedules for milestones, benchmarks, guidelines & weekly scheduling. 

**Homework & Reading Assignments To Be Announced.**

**Week 7 – Advanced Ink & Paint and Camera Techniques**
Simon's discussion of digital ink and paint, camera moves and special effects. In-depth look at Toon Boom Studio's unique 3D camera system, peg system, hierarchies, and special effects capabilities in Toon Boom. Review student’s individual weekly breakdowns for their final project and actual progress on those projects.

**Homework & Reading Assignments To Be Announced.**

**Week 8 – Animation Timing and Compositing**
Today we discuss the reading assignment how to pull together your multiple shots into a final piece. We will cover outstanding questions regarding the final projects and about the Toon Boom Studio program in general.

**Homework & Reading Assignments To Be Announced.**

**Week 9 – Project Development**
Discuss reading assignment on backgrounds. Look at final project progress based on your self-assigned goals for week 9. Cover individual questions regarding Toon Boom Studio and your project's development.

**Homework & Reading Assignments To Be Announced.**

**Week 10 – Project Development Part 2**
Discuss the reading assignment on special effects and discuss this in terms of your final projects. We will cover individual questions regarding Toon Boom Studio and your project's development.

**Homework & Reading Assignments To Be Announced.**

**Week 11 – Project Development Part 3**
Discuss the reading assignment on abstract and non-narrative animation. Look at individual projects and assess what needs to be completed by next week to meet your self-created goals. Cover individual questions regarding Toon Boom Studio and your project's development.

**Homework & Reading Assignments To Be Announced.**

**Week 12 – Project Development Part 4**
Look at final project progress based on your self-assigned goals for week 12. Cover individual questions regarding Toon Boom Studio and your project's development.

**Homework & Reading Assignments To Be Announced.**

**Week 13 – Project Development Part 5**
Discuss reading assignment on resolution and format choices for internet, television, film, and portfolio purposes. Discuss various ways you can use your final piece to further your animation career. Address
individual questions regarding Toon Boom Studio and your project's development. How to upload your final project to Blackboard.

**Homework & Reading Assignments To Be Announced.**

**Week 14 – Completing Your Final Project**
Look at individual projects and assess what needs to be completed by the final project due date next week. Cover individual questions regarding Toon Boom Studio and your project's development.

**Homework & Reading Assignments To Be Announced.**

**Week 15 – Final Project Showcase**
Tonight we celebrate the completion of your final projects! Screening open to family & friends.

**DEPARTMENT RESOURCES**

Production Forms, including Production Manual
http://www.regent.edu/acad/schcom/production/forms.htm

Equipment Reservation Form
http://www.regent.edu/acad/schcom/equipment/equipment_reservation_form.htm

**UNIVERSITY POLICIES AND RESOURCES**

Please review the following links for important information on University policies:

- Academic Calendar/Registrar Information
- Bookstore
- Honor/Plagiarism Policy
- Regent Library
- Student Services (includes links to student handbook, disability services, University calendar, University Writing Center, etc.)
- Technical Support – University Helpdesk
- Grading Policies (incompletes, extensions, IPs, etc.)
- Student Course Evaluations

**DISABILITY STATEMENT:**

The student is responsible for contacting director of student life at 757.352.4867 to request accommodations, provide necessary documentation, and make arrangements with each instructor. The following website is designed to help our disabled students learn of their rights and responsibilities with regards to disability services. The site also has resources for faculty to become better informed of their responsibilities towards the disabled students in their classes.
http://www.regent.edu/disabilities

**STUDENT COURSE EVALUATION**

Becoming Christian leaders includes learning how to evaluate others by providing honest evaluations that include positive affirmation and constructive feedback, as appropriate. In addition, such evaluation
leads to the continual improvement of courses and student learning. Consequently, university policy requires that all students submit a formal student evaluation of teaching form at the end of the academic term. This mandatory requirement must be completed before students will be able to access their final course grade. This form is only available in an online format. Prior to the end of the course, students will receive an e-mail indicating that the form is available. Instructions on accessing the evaluation will be included. Since these evaluations are only available for a limited time, students should complete the evaluation as soon as they receive the e-mail notification that the evaluation form is available.

Instructors will not have access to course evaluations until after grades have been submitted and will only have access to anonymous summary data. Students are also encouraged at any point during the term to offer comments that may be helpful to the improvement or refinement of the course. Students can access the online evaluation system at: [http://eval.regent.edu/regentsurvey/students.cfm](http://eval.regent.edu/regentsurvey/students.cfm). If you have questions about the online evaluation please contact evaluation@regent.edu.

Here are links for further information on University policies:

- [Academic Calendar/Registrar Information](#)
- [Bookstore](#)
- [Honor/Plagiarism Policy](#)
- [Regent Library](#)
- [Student Services](#) (includes links to student handbook, disability services, University calendar, University Writing Center, etc.)
- [Technical Support – University Helpdesk](#)
- [Grading Policies](#) (incompletes, extensions, IPs, etc.)
- [Student Course Evaluations](#)
- [Disability Statement](#) – the student is responsible for contacting the assistant director of Student Services at 757.352.4486 to request accommodations, provide necessary documentation, and make arrangement with each instructor. The following website is designed to help our disabled students learn of their rights and responsibilities with regard to disability services. The site also has resources for faculty to become better informed of their responsibilities toward the disabled students in their classes. [www.regent.edu/admin/stusrv/student_life/disabilities.cfm](http://www.regent.edu/admin/stusrv/student_life/disabilities.cfm)

Last Updated: 5/19/2011

*At times, due to unforeseen circumstances, course content may be subject to change. Please check with your professor to insure you have the most recently updated Syllabus for this course.*