



PimaCommunityCollege

DAR 176 / Digital Animation / Credit Hours: 4.00 21589/Spring 2019

Instructor Information

Instructor Name: Greg Loumeau
Instructor Phone: (520) 206-6904
Instructor Email: gjloumeau@pima.edu
Instructor Website: <http://pima.dreamco.com>
Office Location/Hours: CG19, Hours: Weds. 12:45pm – 3:15pm
Electronic office hours: Mon. 10:15am - 12:45pm
Department Chair or Dean Phone: (520) 206-6690

Course Information

Course Description: Introduction to digital animation techniques. Includes history of art animation, procedures in animated films, producing animation, character design and movements, technical information, storyboarding, animation techniques, basic principles of animation, and creation of a digital animation project.

Information: This course will require additional expenses for supplies in addition to course and lab fees.

Expectation of coursework hours: Students are expected to spend 2-3 hours outside of class for every hour they spend in class working on classroom assignments, projects, readings, etc. Your instructor and college counselors can assist in setting up a time-management plan to help you be successful in managing the course workload.

Course Meeting Days/Time: Tuesdays & Thursdays, 3:15 - 5:30pm

Course Delivery/Modality: Classroom

Required Textbook:

No textbook required

Other Required Materials: Flash drive or portable hard drive for storing files, earbud or other type of headphones

Student Learning Outcomes

Course Learning Outcomes:

Upon successful completion of the course, the student will be able to:

1. Discuss the historical development of animation and animation techniques.
2. Identify the various procedures used in digital animation.
3. Demonstrate how to plan for an animated film.
4. Describe how to develop animated characters.
5. Demonstrate various animation techniques and special effects.
6. Demonstrate the ability to organize and create a digital animation project.

Grade and Instructor Policies

Grade Determination and Grading Policies:

Projects			
In-class exercises, homework, report, form comments	1	Total points	250
Projects	3	Points for each	250
		Total points	1000
Points			
Points for "A" grade	900	Percentage	90%
Points for "B" grade	800	Percentage	80%
Points for "C" grade	700	Percentage	70%
Points for "D" grade	600	Percentage	60%
Points for "F" grade	599 or lower	Percentage	59% or lower

In addition to the three projects, students will be required to do the following:

- Do one presentation for the class (I'll explain more details in class)
- Do and turn in any in-class exercises assigned

- Do and turn in assigned homework
- Schedule time to go into the audio lab or classroom outside of class time to work on projects

Project Presentations and Teams

Students will work in teams on some projects and present their work to the class as a team.

Extra Credit Assignments: Check with instructor for availability

Evaluation of Work

Evaluation of your work is subjective, based on the instructor's experience in the field. Your

work will be evaluated on the demonstration of following criteria:

- Fulfillment of goals outlined in the project description
- Following the specifications of the assignment
- Accuracy of the imaging techniques.
- Aesthetics
- Imagination and creativity.
- Your knowledge and facility of the current software
- The overall quality of work.
- Meeting deadlines.

Late Work

Late work will have points deducted based on how long past the deadline it is turned in. The instructor, at his discretion, may deduct as much as one letter grade for every day the work is late.

Saving Work

- Save all work no matter how insignificant it may seem including step by step demos, modules and versions of projects.
- Save your work frequently while you are working on it.
- Save your work to multiple disks.

Course Schedule

The instructor reserves the right to change the schedule
in order to adjust it to the pace of the class.
Please note that this schedule may be adjusted to reflect any school closures
due to holidays.

Week	Description	Assignments	Due
Week 1	Syllabus, Cintiqs, History of Animation, drawing exercises	Assignment: Character turnarounds	Characters due on Thursday of week 2
Week 2	Weds. critique characters	Project Assignment: None	Characters due on Thursday
Week 3	Squash & Stretch	Project Assignment: Project 1	Due Date: Thursday of Week 7
Week 4	Anticipation	Project Assignment: None	Due Date: None
Week 5	Staging	Project Assignment: None	Due Date: None
Week 6	Straight Ahead & Pose to Pose	Project Assignment: None	Due Date: None
Week 7	Critique Project 1, Follow-Through and Overlapping Action	Project Assignment: None	Due Thursday: Project 1
Week 8	Slow In & Slow Out	Project Assignment: None	Due Date: None
Week 9	Sound & Backgrounds	Project Assignment: None	Due Date: None
Week 10	Arcs	Project Assignment: None	Due Date: None
Week 11	Secondary Action	Project Assignment: Project 2	Due Date: Thursday of Week 13
Week 12	Timing	Project Assignment: None	Due Date: None

Week 13	Exaggeration	Project Assignment: None	Due Date: None
Week 14	Solid drawing, Critique Project 2	Project Assignment: None	Due Thursday : Project 2
Week 15	Appeal	Project Assignment: Project 3	Due: Thursday of 17th week
Week 16	Work on final project	Project Assignment: None	Due Date: None
Week 17	Critique Project 3	Project Assignment: None	Due Thursday: Project 3

Electronic Devices Policy

Mobile devices have become an increasing source of distraction in the classroom. Turn off cell phones when you enter class and remove earphones from your ears during the lecture. Do not surf the web during the lecture or go to social networking sites.

Syllabus Receipt: Please fill out and return the syllabus receipt you received with this syllabus, acknowledging that you have read and understood it.

Attendance Requirements/Active Participation

A failure to participate as required may result in loss of financial aid and failure in the class. For every credit hour of your classes you should plan to spend approximately two to three hours outside of class studying each week. Attendance requirements (<https://www.pima.edu/programs-courses/credit-programs-degrees/attendance.html>)

Course-specific attendance and participation:

Attendance

Class attendance is mandatory. The only exceptions are for illness or emergency. Please inform the instructor if you are unable to attend either by phone or e-mail. Five points may be deducted from your final grade for each unexcused absence. If you miss more than three classes for any reason, you may be dropped from the class.

Missed Classes

If you miss a class, it is your responsibility to make up work missed during your absence. Write the contact information of at least two other students in the class so that if you cannot attend a class, you can obtain the notes assignments or other materials that you missed. Check the website for assignments and postings.

Late Arrival

Don't be late to class. The lecture begins promptly at the beginning of class. If you are late for class, you will miss valuable information. Three unexcused late arrivals is equal to one unexcused absence.

Key Dates

For class add, drop, and withdrawal dates, go to the "My Schedule" section of MyPima, found on the Students > Academics MyPima page. Additional semester Key Dates and Deadlines (<https://www.pima.edu/calendars/key-dates-and-deadlines/index.html>) are on the Calendar link at the top of PCC webpages.

Student Resources and Policies

Student resources: tutoring, libraries, computer commons, advising, code of conduct, complaint process. Student resources_(<https://www.pima.edu/current-students/index.html>)

Student policies: plagiarism, use of copyright materials, financial aid benefits, ADA information, FERPA, and mandatory reporting laws at: Policies www.pima.edu/syllabusresources