Cover Sheet: Request 13135

DIG 3313C 2D Digital Animation Techniques

Info

Process	Course|Modify|Ugrad/Pro
Status	Pending at PV - University Curriculum Committee (UCC)
Submitter	Phillip Klepacki pklepacki@arts.ufl.edu
Created	10/4/2018 2:49:06 PM
Updated	10/18/2018 8:29:36 AM
Description of request	Remove junior level standing pre-req, and update course description

Actions

Step	Status	Group	User	Comment	Updated
Department	Approved	CFA - Digital Worlds 015851001	James Oliverio		10/4/2018
No document changes					
College	Approved	CFA - College of Fine Arts	Jennifer Setlow		10/18/2018
DIG_3313C_2D_DIGITAL_ANIMATION_V2.docx					10/15/2018
University Curriculum Committee	Pending	PV - University Curriculum Committee (UCC)			10/18/2018
No document changes					
Statewide Course Numbering System					
No document changes					
Office of the Registrar					
No document changes					
Student Academic Support System					
No document changes					
Catalog					
No document changes					
College Notified					
No document changes					

Course|Modify for request 13135

Info

Request: DIG 3313C 2D Digital Animation Techniques
Description of request: Remove junior level standing pre-req, and update course description
Submitter: Phillip Klepacki pklepacki@arts.ufl.edu
Created: 10/4/2018 2:46:06 PM
Form version: 1

Responses

Current Prefix
Enter the current three letter code (e.g., POS, ATR, ENC).

Response:
DIG

Course Level
Select the current one digit code preceding the course number that indicates the course level at which the course is taught (e.g., 1=freshman, 2=sophomore, etc.).

Response:
3

Number
Enter the current three digit code indicating the specific content of the course based on the SCNS taxonomy and course equivalency profiles.

Response:
313

Lab Code
Enter the current lab code. This code indicates whether the course is lecture only (None), lab only (L), or a combined lecture and lab (C).

Response:
C

Course Title
Enter the current title of the course as it appears in the Academic Catalog.

Response:
2D Digital Animation Techniques

Effective Term
Select the requested term that the course change(s) will first be implemented. Selecting "Earliest" will allow the change to be effective in the earliest term after SCNS approval. If a specific term and year are selected, this should reflect the department's expectations. Courses cannot be changed retroactively, and therefore the actual

effective term cannot be prior to SCNS approval, which must be obtained prior to the first day of classes for the effective term. SCNS approval typically requires at least 6 weeks after approval of the course change at UF.

Response:
Earliest Available

Effective Year
Select the requested year that the course change will first be implemented. See preceding item for further information.

Response:
Earliest Available

Requested Action
Indicate whether the change is for termination of the course or any other change. If the latter is selected, all of the following items must be completed for any requested change.

Response:
Other (selecting this option opens additional form fields below)

Change Course Prefix?

Response:
No

Change Course Level?
Note that a change in course level requires submission of a course syllabus.

Response:
No

Change Course Number?

Response:
No

Change Lab Code?
Note that a change in lab code requires submission of a course syllabus.

Response:
No

Change Course Title?

Response:
No

Change Transcript Title?

Response:
No

Change Credit Hours?
Note that a change in credit hours requires submission of a course syllabus.

Response:
No

Change Variable Credit?
Note that a change in variable credit status requires submission of a course syllabus.

Response:
No

Change S/U Only?

Response:
No

Change Contact Type?

Response:
No

Change Rotating Topic Designation?

Response:
No

Change Repeatable Credit?
Note that a change in repeatable credit status requires submission of a course syllabus.

Response:
No

Maximum Repeatable Credits
Enter the maximum credits a student may accrue by repeating this course.

Response:
3

Change Course Description?
Note that a change in course description requires submission of a course syllabus.

Response:
Yes

Current Course Description

Response:
Practical principles and techniques of 2D software environments for animation. Includes keyframe-based techniques for web and other interactive environments, and vector-valued image processing, representation and major file formats, user-driven interactive animations and algorithm-driven digital animation for game design.

Proposed Course Description (50 words max)

Response:
This course introduces foundational knowledge of animation in a 2D space. Students will learn how to design and implement character, abstract, and shape animation.

Change Prerequisites?

Response:
Yes

Current Prerequisites

Response:
MAJOR=DAR & CLASS=GE3

Proposed Prerequisites

Response:
MAJOR=DAR

Change Co-requisites?

Response:
No

Rationale
Please explain the rationale for the requested change.

Response:
These changes better reflect technological advancements and industry standards while introducing it earlier in the curriculum for lower division students.

DIG 3313C – 2D Digital Animation Techniques

2D DIGITAL ANIMATION TECHNIQUES

INSTRUCTOR: Chelsea Cantrell	**CLASS LOCATION:**
SEMESTER/YEAR:	**CLASS MEETING TIME(S):**
Office location/Hours:	**Contact phone:** (352) 294-2000
Credit Hours: 3.0	**COURSE NUMBER:** DIG3313C
CONTACT EMAIL: Canvas	**COURSE COMMUNICATION:** UF E-LEARNING

COURSE DESCRIPTION
This course introduces foundational knowledge of animation in a 2D space. Students will learn how to design and implement character, abstract, and shape animation.

PREREQUISITE KNOWLEDGE AND SKILLS
DAR major

PURPOSE OF COURSE
This course will introduce students to animation as a visual form, focusing on timing, animation principles, and the scope of techniques that animation can cover. Students will learn industry standard practices in applied animation techniques.

COURSE GOALS AND/OR OBJECTIVES:
By the end of this course, students will be able to:

1. Identify and apply the 12 Animation Principles
2. Have an understanding of timing and motion through key-frames, holds and in-betweens
3. Relate knowledge of various animation history and techniques
4. Describe characteristics of well-designed and executed animation
5. Demonstrate skills in the use of industry standard tools.

COURSE SCHEDULE:

The final exam time scheduled for this course will be announced in advance of each semester by the University of Florida Registrar's Office at http://www.registrar.ufl.edu/soc/

Week	Topic	Assignments/Quizzes
1	Course Objectives - intro History of Animation • Persistence of Vision • Early Animation Devices Principles of Animation • Key-frames	Read: The Animator's Survival Kit pgs 11-34 **Assign 1- Fish Tank**

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	• In-betweens • Cycles PS: Overview, Animation Timeline	
2	Review: morphing Principles of Animation • Timing and Spacing Charts • Squash and Stretch • Morphing2 PS: Brushes, Demonstration of using a timing sheet for the bouncing ball AE: Overview of Interface, Composition Settings, Creating Layers, Shapes	Read: The Animator's Survival Kit pgs 35-69, 256-272 **Assign 2: (2) Bouncing Balls (Ping-Pong, bowling, beach ball, etc- no personality- 5 seconds)** **Group Assign 1: Morphing (Due wk4)** **DUE:** **Proj 1**: (2) Digital Flipbooks (Morphing, Event Cycle) **Image for Morph Project**
3	Review: Bouncing Balls (Online) Principles of Animation • Slow In, Slow Out • Squash and Stretch • Timing • Anticipation Visual Rhythm Transitions AE: Basic Animation- Key-framing (position/scale/rotation/opacity), Anchor Point, Creating Shapes, Motion Paths, using Markers, Importing Audio	Read: The Animator's Survival Kit pgs 84-101 **Assign 3: Bringing Shapes to Life (shape animation with personality)** **DUE:** **Proj 2:** (2) Bouncing Balls (ping-pong, bowling, beachball, etc- no personality- 5 seconds)
4	Review: Bringing Shapes to Life (Online) Walk Cycle • Walk and Run • Overlapping Action • Attitude Rotoscope Technique • Cycles, Locomotion PS: Review of Brushes, Breakdown of Character Design for Puppet	Read: The Animator's Survival Kit pgs 102-163 **Assign 4: Walk Cycle** **Group Assign 2: Rotoscope reference footage (Due wk8)** **DUE:**

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5	Review: Walk Cycle (online) Screen: Morphing Assignment Character Sketch Exercise What Makes a Character? Principles of Animation • Staging • Solid Drawing • Appeal Character Design-Puppet • Reference • Personality • Visual Contrast • Replacement Parts PS: Creating a Character Ready For Animation AE: Introduction to 3D Space, Camera (demo of animated character on a simple BG)	Read: The Animator's Survival Kit pgs 164-216 **Assign 5: Puppet Character Design** DUE: Proj 4: Walk Cycle
6	Review of Character Designs (online) Concepts of Design • Composition of a scene • Color Design • Value • FG, MG, BG elements Shot Composition Principles AE: Setting up a Simple 3D Environment, Precomping (character), Animating the Camera, Cutting Between Cameras	Read: The Animator's Survival Kit pgs 217-255 **Assign 6: Character Encountering and Obstacle (note: create simple BG, use at least 2 shots)** DUE: Proj 5: Puppet Character Design
7	Review: Character Encountering Obstacle (online) Replacement Animation • Lip Sync • Stop Motion AE: Demonstration of Replacement Lip Sync Animation, Working with Sound, Using Audio Cues	Read: The Animator's Survival Kit pgs 297-326 **Assign 7: Lip Sync Animation (to audio clip of your choice- articulate body language)** DUE: Assign 6: Character Encountering Obstacle
8	Review: Lip Sync Animation (online) Poetry, Music and Animation • Creating a mood • Visual Abstraction	Read: The Animator's Survival Kit pgs 273-296 **Assign 8: Animation that Expresses Mood/Emotion**

	• Overview of Text AE: Text Tools + Animation, Presets Overview, Blend modes, Masking and Track Mattes Intro	**(movement, color, texture)** **DUE:** **Assign 7**:Lip Sync Animation **Group Proj 2**: Rotoscope

9	Review: Animation Expressing Mood/Emotion (online)
	
	Writing a Treatment
	Story vs Theme
	Visual Techniques for Theme/Story
	    • Creating a mood
	    • Color, Texture, Composition
	
	AE: Color Correction, Lights
	AUDACITY: Introduction to sound software
		Read: The Animator's Survival Kit pgs 327-339
		
		Assign 9: Write a Treatment for the Final Project w/ Style frames/Character Sketch
		
		DUE:
		Proj 8: Animation that Expresses Mood/Emotion

10	Review: Treatment (in-class presentation?) Storyboarding Shot Composition Directing the Audience Transitions PS: Demonstration of storyboard setup in Photoshop AUDACITY: Sound instruction cont. Work on Storyboards	Read: The Animator's Survival Kit pgs 70-83 **Assign 10: Storyboards** **DUE:** **Proj 9**: Treatment w/ Style frames/Character Sketch
11	Review: Storyboards (In-class presentation?) Creating an Animatic AE: Show how to import storyboards and edit an animatic (sequencing and trimming layers)	**Assign 11: Animatic** **DUE:** **Proj 10**: Storyboards
12	**NO CLASS: Tues, Nov 11** Review: Animatic Sound for Animation Recording SoundFX AUDACITY: Sound Importing, Import Animatic, Sound Editing	**Assign 12: Animatic with Sound and Progress on Final Project Design/Animation** **DUE:** **Proj 11:** Animatic
13	Review: Animatic w/ Sound Work on Final Project	**FINAL PROJECT**

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14	**NO CLASS: Thurs, Nov 27** Review: Final Project Progress Work on Final project	**FINAL PROJECT** **DUE:** FINAL PROJECT PROGRESS
15	Review: Final Project Progress Work on Final project	**FINAL PROJECT** **DUE:** FINAL PROJECT PROGRESS

REQUIRED TEXTBOOKS AND SOFTWARE:

1. Richard Williams, *"The Animator's Survival Kit"*
2. Lynda.com (FREE access to UF students)
3. Adobe After Effects CC
4. Adobe Photoshop CC
5. Two-Monitor setup for software instruction (OLINE students only)

RECOMMENDED MATERIALS:

1. Eadweard Muybridge, *"The Human Figure in Motion"*
2. Intuos Pen tablet (or similar)

COURSE FEES:

Course fees are assessed for certain courses to offset the cost of materials or supply items consumed in the course of instruction. A list of approved courses and fees is published in the Schedule of Courses each semester. (UF-3.0374 Regulations of the University of Florida).

Material and supply and equipment use fee information is available from the academic departments or from the schedule of courses (Florida Statutes 1009.24). The total course fee for this class **is** $12.26

The total course fee for each course is listed on the UF Schedule of Courses. (https://registrar.ufl.edu/soc/).

EVALUATION OF GRADES

Assignment	Total Points	Percentage of Grade
Attendance and Participation – Students are expected to actively participate in class discussions, both in class as well as in class online forums outside class meetings.		20%
ASSIGNMENTS – Weekly Assignments including individual and group projects.		50%

QUIZZES – A series of quizzes will be held during the semester to reinforce learning.		10%
FINAL PROJECT – It is expected that in this final project, students employ the principles and techniques they have learned during the semester.		20%

GRADING SCALE:

Letter Grade	% Equivalency	GPA Equivalency
A	94 – 100%	4.0
A-	90 – 93%	3.67
B+	87 – 89%	3.33
B	84 – 86%	3.00
B-	80 – 83%	2.67
C+	77 – 79%	2.33
C	74 – 76%	2.00
C-	70 – 73%	1.67
D+	67 – 69%	1.33
D	64 – 66%	1.00
D-	60 – 63%	.67
E, I, NG, S-U, WF	0 – 59%	0.00

More information on grades and grading policies is here:
https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx

COURSE POLICIES:

PARTICIPATION / ATTENDANCE
We value participation more than mere attendance. Each Instructor is responsible for communicating the specific details of what percentage of your grade (if any) will be assigned to participation, and how class participation will be measured and graded.

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at:
https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx

MAKE-UP POLICY
a. At the sole discretion of the instructor, Exams may or may not be taken late. Documented Emergencies or medical situations may be the only accepted reasons for an excused absence on the day of an exam.

b. Any assignment turned in past the due date may lose up to 10% of the total point value of the assignment for each class day it is late.

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at: https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx

COURSE TECHNOLOGY
The University of Florida and Digital Worlds requires that students have access to and on-going use of a laptop/mobile computer for DIG courses in order to be able to function in the current learning environment. Students are required to access electronic forms of information, submit assignments and communicate with other students and faculty electronically. DW requires each student's mobile computer to meet certain minimum specs for heavy graphics use, the requirements documented below must be met.

DW Computer Requirements
http://digitalworlds.ufl.edu/programs/ba-in-digital-arts-sciences/new-student-buyers-guide/

COURSE COMMUNICATIONS
Students can communicate directly with the Instructor regarding the course material through UF e-Learning. http://elearning.ufl.edu/

COURSE TECHNOLOGY SUPPORT:

The Technology Support Center provides computer support for Digital Worlds students who access Visimeet, lecture recordings, student equipment, facilities and other technology-based resources. http://digitalworlds.ufl.edu/support

For computer assistance related to Visimeet, lecture recordings, student equipment, and facilities request please Submit a Help Ticket or email support@digitalworlds.ufl.edu.

For support related to account services, technical consulting, mobile device services, software services, administrative support, application support center, and learning support services, please contact the UF Computer Help Desk available 24 hours a day, 7 days a week at 352-392-4357 or helpdesk@ufl.edu.

UF POLICIES:

UNIVERSITY HONESTY POLICY

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UF students are bound by The Honor Pledge that states, "We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: "On my honor, I have neither given nor received unauthorized aid in doing this assignment." The Honor Code specifies a number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the instructor or TAs in this class.

CLASS DEMEANOR
Students are expected to arrive to class on time and behave in a manner that is respectful to the instructor and to fellow students. Please avoid the use of cell phones and restrict eating to outside of the classroom. Opinions held by other students should be respected in discussion, and conversations that do not contribute to the discussion should be held at minimum, if at all.

STUDENTS REQUIRING ACCOMMODATIONS
Students with disabilities requesting accommodations should first register with the Disability Resource Center (352-392-8565) by providing appropriate documentation. Once registered, students will receive an accommodation letter which must be presented to the instructor when requesting accommodation. Students with disabilities should follow this procedure as early as possible in the semester.

NETIQUETTE COMMUNICATION COURTESY
All members of the class are expected to follow rules of common courtesy in all email messages, threaded discussions and chats, more information can be found at: http://teach.ufl.edu/wp-content/uploads/2012/08/NetiquetteGuideforOnlineCourses.pdf

ONLINE COURSE EVALUATIONS
Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations. Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students at evaluation results.

CAMPUS RESOURCES

HEALTH AND WELLNESS
  U Matter, We Care
  If you or a friend is in distress, please contact umatter@ufl.edu or 352 392- 1575 so that a team member can reach out to the student.

  Counseling and Wellness Center

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http://www.counseling.ufl.edu/cwc/Default.aspx, 392-1575; and the University Police Department: 392-1111 or 9-1-1 for emergencies.

Sexual Assault Recovery Services (SARS)
Student Health Care Center, 392-1161.

University Police Department, 392-1111 (or 9-1-1 for emergencies). http://www.police.ufl.edu/

ACADEMIC RESOURCES

E-learning technical support, 352-392-4357 (select option 2) or e-mail to Learning-support@ufl.edu. https://lss.at.ufl.edu/help.shtml.

Career Resource Center, Reitz Union, 392-1601. Career assistance and counseling. http://www.crc.ufl.edu/

Library Support, http://cms.uflib.ufl.edu/ask. Various ways to receive assistance with respect to using the libraries or finding resources.

Teaching Center, Broward Hall, 392-2010 or 392-6420. General study skills and tutoring. http://teachingcenter.ufl.edu/

Writing Studio, 302 Tigert Hall, 846-1138. Help brainstorming, formatting, and writing papers. http://writing.ufl.edu/writing-studio/

Student Complaints Campus:
https://www.dso.ufl.edu/documents/UF_Complaints_policy.pdf

On-Line Students Complaints:
http://www.distance.ufl.edu/student-complaint-process

Disclaimer: This syllabus represents the instructor's current plans and objectives. As we go through the semester, those plans may need to change to enhance the class learning opportunity. Such changes, communicated clearly, are not unusual and should be expected.

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