Cover Sheet: Request 13132

DIG 4XXX Advanced 2D Digital Animation Techniques

Info

Process	Course|New|Ugrad/Pro
Status	Pending at PV - University Curriculum Committee (UCC)
Submitter	Phillip Klepacki pklepacki@arts.ufl.edu
Created	10/4/2018 2:27:37 PM
Updated	10/18/2018 8:29:14 AM
Description of request	Creation of a new course that connects the foundations of animation to advanced techniques in digital 2D animation, with a focus on industry standard tools and techniques.

Actions

Step	Status	Group	User	Comment	Updated
Department	Approved	CFA - Digital Worlds 015851001	James Oliverio		10/4/2018
DIG_4XXX_ADV_2D_ANIM_V2.docx					10/4/2018
College	Approved	CFA - College of Fine Arts	Jennifer Setlow		10/18/2018
No document changes					
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|New for request 13132

Info

Request: DIG 4XXX Advanced 2D Digital Animation Techniques
Description of request: Creation of a new course that connects the foundations of animation to advanced techniques in digital 2D animation, with a focus on industry standard tools and techniques.
Submitter: Phillip Klepacki pklepacki@arts.ufl.edu
Created: 10/15/2018 11:40:14 AM
Form version: 2

Responses

Recommended Prefix
Enter the three letter code indicating placement of course within the discipline (e.g., POS, ATR, ENC). Note that for new course proposals, the State Common Numbering System (SCNS) may assign a different prefix.

Response:
DIG

Course Level
Select the 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:
4

Number
Enter the three digit code indicating the specific content of the course based on the SCNS taxonomy and course equivalency profiles. For new course requests, this may be XXX until SCNS assigns an appropriate number.

Response:
XXX

Category of Instruction
Indicate whether the course is introductory, intermediate or advanced. Introductory courses are those that require no prerequisites and are general in nature. Intermediate courses require some prior preparation in a related area. Advanced courses require specific competencies or knowledge relevant to the topic prior to enrollment.

Response:
Advanced

• 1000 and 2000 level = Introductory undergraduate
• 3000 level = Intermediate undergraduate
• 4000 level = Advanced undergraduate
• 5000 level = Introductory graduate
• 6000 level = Intermediate graduate
• 7000 level = Advanced graduate

4000/5000 and 4000/6000 levels = Joint undergraduate/graduate (these must be approved by the UCC and the Graduate Council)

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

Response:
C

Course Title
Enter the title of the course as it should appear in the Academic Catalog.

Response:
Advanced 2D Digital Animation Techniques

Transcript Title
Enter the title that will appear in the transcript and the schedule of courses. Note that this must be limited to 21 characters (including spaces and punctuation).

Response:
ADV 2D DIG ANIM TECH

Degree Type
Select the type of degree program for which this course is intended.

Response:
Baccalaureate

Delivery Method(s)
Indicate all platforms through which the course is currently planned to be delivered.

Response:
On-Campus, Online

Co-Listing
Will this course be jointly taught to undergraduate, graduate, and/or professional students?

Response:
No

Co-Listing Explanation
Please detail how coursework differs for undergraduate, graduate, and/or professional students. Additionally, please upload a copy of both the undergraduate and graduate syllabus to the request in .pdf format.

Response:
NA (the course will not be co-listed)

Effective Term

Select the requested term that the course will first be offered. Selecting "Earliest" will allow the course to be active in the earliest term after SCNS approval. If a specific term and year are selected, this should reflect the department's best projection. Courses cannot be implemented 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 2 to 6 weeks after approval of the course at UF.

Response:
Earliest Available

Effective Year

Select the requested year that the course will first be offered. See preceding item for further information.

Response:
Earliest Available

Rotating Topic?

Select "Yes" if the course can have rotating (varying) topics. These course titles can vary by topic in the Schedule of Courses.

Response:
No

Repeatable Credit?

Select "Yes" if the course may be repeated for credit. If the course will also have rotating topics, be sure to indicate this in the question above.

Response:
No

Amount of Credit

Select the number of credits awarded to the student upon successful completion, or select "Variable" if the course will be offered with variable credit and then indicate the minimum and maximum credits per section. Note that credit hours are regulated by Rule 6A-10.033, FAC. If you select "Variable" for the amount of credit, additional fields will appear in which to indicate the minimum and maximum number of total credits.

Response:
3

S/U Only?

Select "Yes" if all students should be graded as S/U in the course. Note that each course must be entered into the UF curriculum inventory as either letter-graded or S/U. A course may not have both options. However, letter-graded courses allow students to take the course S/U with instructor permission.

Response:
No

Contact Type
Select the best option to describe course contact type. This selection determines whether base hours or headcount hours will be used to determine the total contact hours per credit hour. Note that the headcount hour options are for courses that involve contact between the student and the professor on an individual basis.

Response:
Regularly Scheduled

• Regularly Scheduled [base hr]
• Thesis/Dissertation Supervision [1.0 headcount hr]
• Directed Individual Studies [0.5 headcount hr]
• Supervision of Student Interns [0.8 headcount hr]
• Supervision of Teaching/Research [0.5 headcount hr]
• Supervision of Cooperative Education [0.8 headcount hr]

Contact the Office of Institutional Planning and Research (352-392-0456) with questions regarding contact type.

Weekly Contact Hours
Indicate the number of hours instructors will have contact with students each week on average throughout the duration of the course.

Response:
3

Course Description
Provide a brief narrative description of the course content. This description will be published in the Academic Catalog and is limited to 50 words or fewer. See course description guidelines.

Response:
This course is designed to develop advanced industry-standard practices in digital 2D animation. Within a collaborative environment, students will create a 30 second film in order to learn the production pipeline, time management, and task allocation while demonstrating advanced animation techniques.

Prerequisites
Indicate all requirements that must be satisfied prior to enrollment in the course. Prerequisites will be automatically checked for each student attempting to register for the course. The prerequisite will be published in the Academic Catalog and must be formulated so that it can be enforced in the registration system. Please note that upper division courses (i.e., intermediate or advanced level of instruction) must have proper prerequisites to target the appropriate audience for the course.

Response:
MAJOR=DAR & DIG3313C(C)

Completing Prerequisites on UCC forms:

• Use "&" and "or" to conjoin multiple requirements; do not used commas, semicolons, etc.
• Use parentheses to specify groupings in multiple requirements.
• Specifying a course prerequisite (without specifying a grade) assumes the required passing grade is D-. In order to specify a different grade, include the grade in parentheses immediately after the course number. For example, "MAC 2311(B)" indicates that students are required to obtain a grade of B in Calculus I. MAC2311 by itself would only require a grade of D-.
• Specify all majors or minors included (if all majors in a college are acceptable the college code is sufficient).
• "Permission of department" is always an option so it should not be included in any prerequisite or co-requisite.

Example: A grade of C in HSC 3502, passing grades in HSC 3057 or HSC 4558, and major/minor in PHHP should be written as follows:
HSC 3502(C) & (HSC 3057 or HSC 4558) & (HP college or (HS or CMS or DSC or HP or RS minor))

Co-requisites
Indicate all requirements that must be taken concurrently with the course. Co-requisites are not checked by the registration system.

Response:
None

Rationale and Placement in Curriculum
Explain the rationale for offering the course and its place in the curriculum.

Response:
Students in this course will expand their understanding and knowledge of animation by creating a demo reel that meets the industry standard beyond foundational skills.

Course Objectives
Describe the core knowledge and skills that student should derive from the course. The objectives should be both observable and measurable.

Response:
1. Employ the 12 principles of animation through various exercises and assignments
2. Demonstrate advanced character animation techniques with character acting, staging, and actions
3. Recognize workflow in production, including layout design, and rigging
4. Use and expand knowledge on industry-standard software and tools

Course Textbook(s) and/or Other Assigned Reading
Enter the title, author(s) and publication date of textbooks and/or readings that will be assigned. Please provide specific examples to evaluate the course.

Response:
The Animator's Survival Kit By: Richard Williams (required)

The Human Figure in Motion By: Eadweard Muybridge (recommended)

Weekly Schedule of Topics
Provide a projected weekly schedule of topics. This should have sufficient detail to evaluate how the course would meet current curricular needs and the extent to which it overlaps with existing courses at UF.

Response:
Week 1: Intro/ refresh Software tools - Overview of advanced techniques
Week 2: Software interface intro - advanced tools
Week 3: Animated cameras and parallaxes - Assignment 1 -environments
Week 4: Character intro - animate IK/FK
Week 5: Character animation - Assignment 2 - Run and jump
Week 6: Transformation sequences: Storyboards to animation Assignment 3 - Transform sequences

Week 7: Asset creation/ intro to complex turning rigs Assignment 4 - Character build
Week 8: Assembling complex turning rigs Assignment 4 - Character build cont.
Week 9: Character dialogue and acting - a reference to final Assignment 5 - Dialogue
Week 10: Prop animation - Character interaction with objects Assignment 6 - Props
Week 11: Final assignment overview: Rigged Character
Week 12: Lighting, Effects, and plugins
Week 13: Studio workflow and file structures
Week 14: Industry Standards: Crafting the demo reel
Week 15: Animation markets and festivals
Week 16: Final Films

Links and Policies
Consult the syllabus policy page for a list of required and recommended links to add to the syllabus. Please list the links and any additional policies that will be added to the course syllabus.
Please see: syllabus.ufl.edu for more information

Response:
All links and policies recommended and required by the UF Policy on Course Syllabi are included.

Grading Scheme
List the types of assessments, assignments and other activities that will be used to determine the course grade, and the percentage contribution from each. This list should have sufficient detail to evaluate the course rigor and grade integrity. Include details about the grading rubric and percentage breakdowns for determining grades.

Response:
- 6 animated assignments corresponding to the weekly demos and techniques (50%)
- Attendance and participation during in-class critique and review of assignments (20%)
- Final Assignment (30%)

Instructor(s)
Enter the name of the planned instructor or instructors, or "to be determined" if instructors are not yet identified.

Response:
Chelsea Cantrell

ADVANCED 2D DIGITAL ANIMATION TECHNIQUES

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

COURSE DESCRIPTION

This course is designed to develop advanced, industry-standard practices in digital 2D animation. Within a collaborative environment, students will create a 30 second film in order to learn the production pipeline, time management, and task allocation while demonstrating advanced animation techniques.

PREREQUISITE

DAR major and DIG 3313C with minimum grade of C.

COURSE GOALS AND/OR OBJECTIVES:

By the end of this course, students will be able to:

1. Employ the 12 principles of animation through various exercises and assignments
2. Demonstrate advanced character animation techniques with character acting, staging, and actions
3. Recognize workflow in production, including layout design and rigging
4. Use and expand knowledge on industry-standard software and 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
1	**Intro/ refresh Software tools** - Overview of advanced techniques	Download all essential software and tools
2	**Software interface overview** Discuss advanced tools + locations	Assignment 1 A: Design a layout
3	**Environment Design** - Animated cameras	Assignment 1B: Animated Environments

	- Creating parallaxes	
4	**Character animation introduction** - Puppets, paperless, and 2D character acting - IK/FK rigging	Assignment 1 Cont. – critique designs before submission
5	**Character Animation** - Character turns - Character acting - Understanding timing and appeal	**Assignment 1 due: Critique** Assignment 2: Run and Jump
6	**Transformation Sequences** - What is a transformation sequence? - Animatics	**Assignment 2 due: Critique** Assignment 3: Transformation
7	**Assets** - How to create assets - Asset libraries - Intro to turning rigs	**Assignment 3 due: Critique** Assignment 4 A: Character build. Design character assets
8	**Assembling character rigs** - Benefits of character rigs - Complexities - Replacement drawings	**Assignment 4 A due: Critique** Assignment 4 B: Character build. Assemble your assets.
9	**Dialogue** - Mouth shapes and mouth rigs - Acting without words- pantomime	**Assignment 4 B due: critique** Assignment 5: Dialogue
10	**Props** - Designing props: concept art - Animating props - character interaction with props	**Assignment 5 due: Critique** Assignment 6: props

11	**Final overview** - Assignment parameters and workflow - Submission guidelines - examples	**Assignment 6 due: critique** FINAL – begin part A concept dev.
12	**Lighting** - Effects + shaders - Scripts - Plug ins	FINAL- part B -Concept revision -Character construction
13	**Studio Workflow** - asset libraries - production pipelines - positions in production	FINAL – part C: in-class progress check (Animation has started)
14	**Industry standards** - crafting the demo reel - do's and don'ts - branding	FINAL – D clean up and refine
15	**Markets and festivals** - festival intro - examples of festival worthy - do's and don'ts	**Final due**

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. Adobe Illustrator CC
6. 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:

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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** $0.00

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
ASSIGNMENTS – 6 animated assignments corresponding to the weekly demos and techniques		50%
PARTICIPATION– Attendance and participation during critique and review of assignments		20%
FINAL PROJECT – It is expected that in this final project, students employ the principles and techniques they have learned during the semester.		30%

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

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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

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,

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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 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

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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.