

**SCHOOL OF ART
BACHELOR OF FINE ARTS**

**SESSION 1 2001
STATEMENT OF EXPECTATIONS**

**ANIMATION ELECTIVE 1 to 3
SART1651, SART2651, SART3651**

LECTURER: John Hughes & Wade Marynowsky
CLASS CODE:
DAY & TIME: Tuesday 1-2pm (mass Lecture F116)
Tuesday 2-4pm or Wed 5-7pm
LOCATION: F116 & F113

COURSE DESCRIPTION:

The Animation Electives explore an overview of various animation techniques in both traditional film and computer graphic forms as well as ways of combining these various techniques. This sequence of courses encourage experimentation on the part of the student. Such techniques as pixilation, cell animation, smudge animation, computer graphic manipulation of the image, computer animation, cut out techniques, in camera techniques, concepts of the frame, and landscape animation are explored.

Through the development of an awareness of movement and timing and the application of rigorous techniques to the various media the student's individual and experimental artistic practice will be developed.

COURSE CONTENT:

Group exercises are designed to enable every student to have a independent creative input to a larger work. Content explored in relation to the techniques described above include notions of character development, story, design, image, sound, movement and timing. The course will devote time to pixilated animation of the body as a starting point to develop a personal awareness of movement and timing. A limited range of techniques are covered thereafter. The skill development and technical applications are put together in multi media projects which combine the various exercises into presentations.

Advice to Students regarding workplace safety and hazardous substances
Students should be aware of the requirement to avoid eyestrain, back, neck and repetitive strain injury (rsi) through correct posture, chair positioning and taking a break at least once every hour. Students using, or planning to use, unorthodox materials in their class work are required to complete a Risk Assessment Sheet. This form must be signed by the lecturer and lodged with the Technical Assistant. Unorthodox materials are considered to be materials, solvents, chemicals and paints not covered by standard practice or tuition within the area.

COURSE OBJECTIVES:

The course seeks to develop traditional animation skills and how to apply these to multi media

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computing. These basic conceptual-physical skills are placed in a context of the independent experimental producer-artist. Allied to this is rigorous understanding of the different forms of techniques and media. An emphasis is placed on the ability to be able to work across different media in the one project as well as the development of an individual's artistic practice.

DESCRIPTION OF ASSESSMENT TASKS: Date, Nature and Mark

What I'm on about is timing. Sure we'll learn a lot of techniques but what drives energy and attention in animation is timing. In all your projects I'll be looking for evidence that you can master some timing skills

The course is based around five projects which can be produced within the class time but which may take longer depending on how complex your projects are. Also there will be several class tutorials in other techniques during the Tues 1pm to 2 pm mass lecture in F116

The five projects are.

1. Cell sequence drawn on paper cells and scanned onto computer.
2. Flash. The subject can be anything but I would suggest a dancing figure.
3. Collage Project. Movement of a 2D Figure derived from scanned images out of printed images or images from the net. Subject is a figure climbing, fighting or dancing.
- 4 3D computer animation. Build a robot from primitive objects and make it work.
- 5 Self devised project any medium on any format. OR. One of the above projects done in more detail.

ASSESSMENT:

To qualify for a passing grade all students must complete all set work, which is to be submitted on time. Where absences in excess of three (3) classes occur, students may be given a fail grade (UF). Students must be punctual and participate in all class activities. The student should be expected to show evidence of the achievement of the course's objectives.

One formal evaluation of Satisfactory, or Unsatisfactory will be made mid-session and students will be informed by their class lecturer of this determination.

**The first four projects will be worth 15% =60% of the total mark
Project 5 (the self directed project) =40%**

COURSE SCHEDULE *(over weekly break-up*

Week 1 Cell Project

We work on paper that is ½ A4 and using it horizontally the subject is an alien figure walking (we see them as if the camera is tracking along beside them). So the figure always remains in the centre of the paper. It is facing the left side of the frame. First part of the exercise it to design a creature then to draw a series of frames of a walk ending up so the last frame is almost identical. to the first. This is what is known as a walk cycle. Later we will give a photocopy our first cell to the person above us in the role. We will then turn our last frame into the first frame of the next person over several frames. (The last

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person on the role gets the first persons drawing) This gives us a big looping animation. Please draw with a .5 Artline pen or equivalent thickness. This is important.

Week 2 Flash Project

There is no doubt that Flash has had an enormous effect on animation art and industry. A lot of the course will be given over to mastering aspects of Flash. This first introduction will take us from a simple blob and create a character. We will then look at the four main techniques for animation with Flash. This is not to say they are the only methods but it's a start.

Week 3

Timing Workshop

Timing what is possible and what is so hard as to make it impossible. How to work your limitations to your advantage. Our subject is ourselves and how we move. We are looking at the idea of time design. What it is possible to see in what time. Also to establish the notion of weight and momentum.

EXERCISE

We are going to devise a simple piece of action based around a human moving in a space. We'll mark out the floor wherever the figure moves. Next we arrange everybody in the class in order of height. Now we slowly take single frames and move through the action changing people every ten frames decreasing to every two frames. The idea is that you have to watch the action closely enough to know how to move; which direction the arms were going in, what the feet were doing. It's like a number of people all sharing the same body.

Week 4 Collage Project

This project is the most likely starting point for creating a work for someone with limited experience on computers. From collage materials we design a movement and how it will fit together, before we do any scanning! Next we do any adjustments to this image in Photoshop and then we sequence the images into an animation in Director. (This may take you the next twelve weeks or you may do it in a couple of hours.

Week 5 3D Project

Build a robot from primitive 3D objects; i.e. cubes, spheres, cones ...Then render the each object then animate it

Week 6

Project work with individual instructions.

Week 7

Project work with individual instructions.

Week 8

Project work with individual instructions.

Class Tutorial Timing workshop

We will use a video camera to capture the still frames and 'Premier' and 'Director' to digitise and sequence those images onto computer.

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Week 9

Project work with individual instructions.

Week 10

Class Tutorial/WEB SITES

Project work with individual instructions.

Week 11

Class Tutorial/INTERACTIVITY

Project work with individual instructions.

Week 12

Project work with individual instructions.

Week 13

Project work with individual instructions.

Week 14

ASSESSMENT. ALL PROJECTS MUST BE COMPLETE BY THIS WEEK