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2020

### 2D Animation Principles

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*CUNY City College*

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2D Animation Principles

CCNY ART 39528

3 credits

Fall 2020: August 31 – Dec 14

Monday

Building: CG room 121

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Office Hours: Monday 5-6 (By appointment)

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***Academic integrity is an essential part of the pursuit of truth, and of your education. ....5***

***We are all are all responsible for maintaining academic integrity at City College – it is the rock on 5***

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## Course Description

This course will allow you to work with a professional animator who will help you develop your drawing/design, conceptual and technical skills needed to create animation. In this class Adobe Animate will be used as a tool to learn the principals of Animation. This course also focuses on the fundamentals of character design and visual storytelling, which students will apply to the creation of in-class exercises and three short projects.

## Projects

Project 1: Animation Lab: Drawn Animation.

Project 2: Rotoscope

Project 3: Enter Character

Project 4: creative prompt (TBT)

## Learning Outcomes and Assessable Tasks

- Become familiar with the vocabulary of Animation
- Develop drawing/design skills needed to create a clear visual narrative
- Learn and experiment with basic traditional animation techniques
- Learn the tools of Adobe Photoshop (for animation) and Adobe Animate
- Learn about the field of Animation/Motion Graphic Design
- Create a series of short animation exercises

## Supply List: Bring every week

- Sketchbook (for note taking)
- Pens (Sharpie thick or thin, and black felt tip) and pencils something to sketch with as a number of your homework assignments will be done in your sketchbooks.
- Flash Drive/Thumb Drive (8 GB min.) for backing up your work
- Wacom Tablet + driver software: both can be borrowed and checked out from the EDM Department but I really recommend that you have your own because you can work at home on your tablet.

## Readings and Resources

(Optional, but getting **one** of these is recommended)

- The Animator's Survival Kit (Paperback) by Richard Williams
- Cartoon Animation by Preston Blair
- The Illusion of Life by Frank Thomas and Ollie Johnston

## Course Outline

### 1) Overview of class syllabus and resources.

Animation Principles In-class group exercise.

#### **Homework Assignment:**

•*Bring plain copy paper at least 20 sheets and pencils. (You must arrive with paper or you cannot do the assignment and you will get an incomplete)*

• Watch Adobe Animate tutorial. You must bring file in to show that you did the tutorial: <https://www.youtube.com/watch?v=d-3TtT2ypBU>

2) In Class Animation Lab: Create a free form animation.

**Homework Assignment:** Scan in your Animation Lab drawings. You must arrive with drawings already scanned in.

3) In class compositing lab. Export your scanned drawings for collection.

•Straight ahead animation: Intro to rotoscope. Assignment: Rotoscope 4 seconds of animation.

**Homework Assignment:** Complete rotoscope.

4) In class exercise Animation Principle – Squash and Stretch

Rotoscoping presentations.

Discussion of Assignment: **Enter Character** – Animate a character entering the stage from left to right, stops, waves (or some similar short action) then character exits.

**Homework Assignment:** In your sketch pad: Sketch out ideas for a short sequence of a character entering the stage from left to right, waves (or some similar short action) then character exits.

5) In-class studio exercise Animation Principle –Timing

• Round table discussion of **Enter Character** sketches.

**Homework Assignment:**

6) In-class exercise Animation Principle – Anticipation

Review Storyboards for Enter Character.

In class studio time to work on Project II work on creating a storyboard animatic in Adobe Animate.

**Homework Assignment:** Enter Character Animatic (Adobe Animate file is fine doesn't need to export yet)

7) In-class studio exercise Animation Principle

8) In-class studio exercise Animation Principle –Timing

- Enter Character Continued

**Homework Assignment:** Work in progress of *Enter Character due*. *Rough poses should be sketched in.*

9) Animation Principle of the day tutorial and exercise

10) Animation Principle of the day tutorial and exercise – slow in/slow out

- Class critique of Enter Character.

**Homework Assignment:** Enter Character due

11) Animation Principle of the day – follow through and secondary action

- Class Critique Enter Character

**Homework Assignment:** Complete animatic for Project: Creative Prompt

12) Introduction of Project: Creative Prompt animatic

- Sound workshop/animating to sound
- Animation principle: Appeal

**Homework Assignment:** 1/3 of animation due for Project: Creative Prompt

13) Animation Principle of the day Exercise: Exaggeration

- Animated Symbol tutorial

**Homework Assignment:** *Rough animation work in progress due for Project: Creative Prompt*

14) In class lab time to work on Project: Creative Prompt

**Homework Assignment:** Complete Project: Creative Prompt

15) Project: Creative Prompt: Work in progress crit.

#### GRADING:

Attendance + Participation: 40% (20/100 points)

Assignments: 60 % (20/100 points)

**A=** Student work shows development, a full understanding of the principles discussed in class and a creative evolution. The student displays an enthusiasm towards the class and participates fully and constructively in critiques, and presents work professionally. Overall, an exceptional performance.

**B=** Student completes all assignments in a thorough manner. The work created over the course shows an understanding of the principles and lessons covered in class. The student participates in critiques and discussions and provides insight to others, showing a better-than-average performance.

**C=** Work and performance quality is barely adequate.

**D=** Poor work. Doesn't understand the assignments.

**F=** Don't even go there! This class should be fun. But, if you want to get an F, this is what you need to do: do not complete the course work, have a negative attitude, don't participate, and disrupt the good studio vibe we establish in the classroom.

**Your Work:** You own your work. Everything that you create in this class is your own. I host and have access to many screening events. I look for opportunities for your work to be screened. But I will never screen any of your animations without asking permission from you first.

### Academic Integrity

Academic integrity is an essential part of the pursuit of truth, and of your education.

We are all responsible for maintaining academic integrity at City College – it is the rock on which the value of your degree is built.

If you cheat on a test or plagiarize by using someone else's work or ideas, you defeat the purpose of your education.

Any artwork, images, video, text or music must be credited to the original artist, filmmaker or author.

In addition, academic dishonesty is prohibited in the City University of New York, and is punishable by failing grades, suspension and expulsion.

To read the full policy: [http://www.ccny.cuny.edu/about/upload/academic\\_integrity.pdf](http://www.ccny.cuny.edu/about/upload/academic_integrity.pdf)

### Accessibility Clause

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### Instructor Bio

Animator/educator Pilar Newton-Katz has earned a BFA in Film and Animation at the Rhode Island School of Design. She has done work for Nickelodeon, Nick Jr., Cartoon Network, MTV, Ted Ed and Sirius Thinking among many others. With a focus on 2D Adobe Animate animation, Pilar's Brooklyn-based company PilarToons, LLC has a growing client base. As an avid educator, Pilar teaches several acclaimed after-school animation programs. She is also a visiting teacher at New York City's prestigious LaGuardia High School of Music and Art and the Performing Arts where she is also a graduate.