Course Description

An introduction to the foundational techniques of 2D animation applied in digital media. This course will cover the 12 principles of animation, life observation, and practice work to prepare students to be able to create a variety of animations.

Prerequisites

NEWM N101

Course Outcomes

After completing this course, you should be able to:

• Describe and apply the 12 principles of animation
• Plan and execute simple animations
• Proficiently use at least one digital animation package, such as Flash Professional
• Recreate motion from life observations
• Talk about notable animators and their work

Recommended Text


Grading Information

Grading will be based on total point assignments for:

Attendance/Participation
In-class Exercises
Assignments
Projects
Project Presentations and Discussion
Grading Summary

<table>
<thead>
<tr>
<th>Category</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attendance</td>
<td>10%</td>
</tr>
<tr>
<td>Assignments</td>
<td>50%</td>
</tr>
<tr>
<td>Mid-Term Project</td>
<td>10%</td>
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<tr>
<td>Final Project</td>
<td>30%</td>
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</tbody>
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Grading Scale (percentages)

- **A**: 100 to 92
- **A -**: 91 to 90
- **B +**: 89 to 88
- **B**: 87 to 82
- **B -**: 81 to 80
- **C +**: 79 to 78
- **C**: 77 to 72
- **C -**: 71 to 70
- **D +**: 69 to 67
- **D**: 66 to 60
- **F**: 59 and below

Grading Rubric

- **A -**: The student has produced outstanding work, beyond the requirements of the assignment.
- **B**: The student has met the requirements of the assignment.
- **C**: The student has met the requirements within their simplest definition.
- **D**: The student has not met the all requirements but has adequately met some.
- **F**: The student has not fulfilled requirements or has done so very poorly.

Attendance

Class attendance is required for the course. Missed days will not be reviewed for those who did not attend. Labs cannot be turned in after the class period has ended.

Equipment

A digital tablet, such as the Wacom Bamboo series, will be immensely helpful in drawing and animating. You will need a timeline-based animation tool. Adobe Flash is available for free from IUWare. Animation is a time-consuming task. You will need access to a computer outside of class hours in order to finish your work.

Communication

All class documents, including the syllabus and assignments, will be posted on OnCourse. Feel free to email me at any time with questions or concerns.
Class Format

Our time in the classroom will combine lecture, demonstration, individual/group training, and lab exercises. Labs will be due at the end of class the day they were covered.

Homework

All assignments will be discussed during class and posted on OnCourse.

Workload

This class will include a number of homework assignments designed to reinforce the concepts presented in class. As you budget your time for the semester, you should anticipate spending several hours per week to finish and refine your assignments and final project.

Due Dates

Any assignment will be accepted up to 24 hours after the due date at a 50% reduced credit. Assignments will not be accepted after this 24 hour period.

Plagiarism

Use of another’s work in your animation assignments without proper attribution is plagiarism. In this class, the majority of your animation and assets are expected to be your own work. Document your sources along with the project should you use any assets that are not your own. Any project deemed to be using significantly amounts of plagiarized content will receive a failing grade.

Principles of Undergraduate Learning (PUL)

This class focuses on the following learning outcomes:

- Express ideas and facts to others effectively in a variety of formats, particularly written, oral, and visual formats
- Quantitative skills
- Information resources skills
- Critical thinking
- Application of knowledge
- Intellectual depth, breadth, and adaptive thinking
- Understanding of society, tradition and culture
- Values and ethics
The Mission of IUPUI is to provide for its constituents excellence in
- Teaching and Learning
- Research, Scholarship, and Creative Activity
- Civic Engagement

With each of these core activities characterized by
- Collaboration within and across disciplines and with the community
- A commitment to ensuring diversity, and
- Pursuit of best practices

IUPUI’s mission is derived from and aligned with the principal components – Communities of Learning, Responsibilities of Excellence, Accountability and Best Practices – of Indiana University's Strategic Directions Charter

**Statement of Values**
IUPUI values the commitment of students to learning; of faculty to the highest standards of teaching, scholarship, and service; and of staff to the highest standards of service. IUPUI recognizes students as partners in learning. IUPUI values the opportunities afforded by its location in Indiana’s capital city and is committed to serving the needs of its community. Thus, IUPUI students, faculty, and staff are involved in the community; both to provide educational programs and patient care and to apply learning to community needs through service. As a leader in fostering collaborative relationships, IUPUI values collegiality, cooperation, creativity, innovation, and entrepreneurship as well as honesty, integrity, and support for open inquiry and dissemination of findings. IUPUI is committed to the personal and professional development of its students, faculty, and staff and to continuous improvement of its programs and services.

**Class Courtesy**
Come to class on time and be prepared. Turn off your cell phone and other noisy devices. Don’t do homework, answer email, or engage in conversation during class. Listen to your classmates when they are asking questions or presenting their work. Do not bring children with you to class.

All students should read the IUPUI Code of Student Rights, Responsibilities, available at http://www.iupui.edu/code. This document describes your rights and responsibilities as an IUPUI student.

**Note**
Course content, assignments, and schedule are subject to change based on class needs and/or time constraints.