N335: Character Modeling and Animation

Spring 2012, 3 credit hours
Section 31491
Tu 3:00 - 5:40pm (IT) 257

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Office hours: Tuesday 9:30am – 11:30am,
                    Thursday: 2:00pm – 4:00pm
                    Or by appointment

Course Description

This course is an introduction to the practice of designing and later animating characters for use in a variety of contexts. Emphasis will be placed upon defining characters that suit the needs of client, story, and setting. Observation, research, and studio practice will be studied and employed.

Prerequisites

NEWM N230

Course Outcomes

After completing this course, you should be able to:

- Accurately define character needs when presented with a client goal
- Develop a character whose looks, personality, and animation fit within the story and world
- Describe different types of personalities, and how they would produce of caricature of that personality for animation
- Draw and animate a range of expressions & moods on a given character type

Tentative Schedule (by week, skipping spring break)

1.   Introduction to the class.
2.   Cartoons & caricature.
        Discussion of form & outline.
        Silhouette.
3.   Generating character requirements
        Characters serve the Story.
        Archtypes.
4.   Designing the face / More on cartoons

Animation fundamentals.
Face drawing practice
5. Peer evals first project.
6. Animation & secondary action.
7. Walk cycles. Run cycles.
8. Face animation.
Hitting phonemes.
9. Using video as a reference
Animating non-walk cycle motion
10. Project 2 Peer eval
Intro to project 3
11. Animating emotion
Animating character
Assignment #4
12. More on face animation.
Complex animation.
Refining animation
13. Non-human characters
Monsters
Humanizing inhuman things
14. Putting animations into use.
15. Final Project Peer Eval.

Grading Information

Exercises	100 points
Project 1	50 points
Project 2	50 points
Project 3	75 points

275 total points

Grading Scale (percentages)

A	100 to 92
A -	91.9 to 90
B +	89.9 to 88
B	87.9 to 82
B -	81.9 to 80
C +	79.9 to 78
C	77.9 to 72
C -	71.9 to 70
D +	69.9 to 67
D	66.9 to 60
F	59.9 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

Attendance is mandatory. You are allowed 2 days of missed attendance. After two missed days, your final grade will drop one letter grade for each subsequent day missed. After a total of six missed days, your final grade will be an F. Please contact me if you believe you have any extenuating circumstances.

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.
You will need a sketchbook for sketching assignments & ideation of characters.
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, and lab exercises.

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

A project turned in after the due date will be subject to a 10% grade reduction per day missed, to a possible total of 50% reduction if turned in five days or later.

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 (50% of the projects total worth).

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
   • 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

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   • 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.