| DIGI 140 | 3D Animation II | | | |
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| Spring Term 2015 | **3D ANIMATION FOR FILM AND GAMES COURSE OUTLINE** | | | |
| Credits 4.5 | Course Format: 6 lecture hours per week for 15 weeks | | | |
| Prerequisites | DIGI 130 - 3D Animation I | | | |
| Instructor | TBA | TBA@capilanou.ca | Office: BC2xx | Local: xxxx |

**SCHOOL OF MOTION PICTURE ARTS VISION STATEMENT**

The School of Motion Picture Arts is dedicated to inspiring a new generation of independent Canadian filmmakers through the fostering and mentoring of emerging talent utilizing progressive learning environments and authentic production experiences, such that graduates make valued contributions to the global media culture.

**MISSION STATEMENT**

The program strives to provide a comprehensive artistic and technical education, preparing students in the art of animation and encouraging critical reflection, collaboration and professionalism. Through innovative teaching, local and international partnerships and the highest standards of artistic and academic excellence, the program seeks to ensure student success in creative careers within the animation industry.

**COURSE OBJECTIVES**

In this course students will continue to develop their acting, timing and animation skills to create memorable 3D character performances.  This course will focus the students' efforts on dialogue, acting choices, character personality, body language, and pacing to create life-like characters. Further exploration and refinement of the principles of animation and how they are applied to create subtle acting nuances will help the students create a portfolio of professionally animated scenes.

**COURSE STUDENT LEARNING OUTCOMES**

Upon successful completion of this course, students will be able to:
● analyze, film and use existing video reference to aid in creating believable performances;
● explain the function of the camera in staging and storytelling;
● create animated characters that act appropriately for a given scene;
● develop appropriate methods to control and animate a variety of character rigs;
● apply acting principles to character performance to create convincing characters with life like qualities;
● identify and apply advanced character animation principles to 3D characters;
● create an animation reel showcasing the students' character animation skills.

**REQUIRED TEXTS**

Osipa, Jason. *Stop Staring: Facial Modeling and Animation Done Right.* Sybex, 2003. Print.
Williams, Richard. *The Animator's Survival Kit.* 2nd ed. Faber & Faber, 2012. Print.

**COURSE CONTENT**

**Week 1**
Lip Sync
● Facial expressions of the mouth and eyes
● Dialogue track breakdown
● *Assignment 1 - Lip sync, due week 2.*

**Weeks 2 - 4**
Close up acting with dialogue
- Scene setup and framing
- Facial motion and nuances
- Creating characters that talk
- *Assignment 2 - Acting to dialogue, due week 5.*

**Weeks 5 - 7**
Full body acting with dialogue
- Anticipation, action, reaction
- Character motivation
- *Assignment 3 - 11 second club, due week 8.*

**Weeks 8 - 11**
Two person dialogue
- Character interaction
- Memorable performances
- *Assignment 4 - Two person dialogue, due week 12.*

**Weeks 12 - 15**
Group animated project from idea to final production
- Review and critique of completed students' projects at the end of week 15
- *Term Project – Group animated production, due week 15.*

## EVALUATION PROFILE

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|---|---|
| Participation | 15% |
| Assignment 1 – Lip sync | 10% |
| Assignment 2 – Acting to dialogue | 15% |
| Assignment 3 – 11 second club | 15% |
| Assignment 4 – Two person dialogue | 15% |
| Term project | 30% |
| Total | 100% |

## GRADING PROFILE

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|---|---|---|
| **A+** 90-100 | **A** 85-89 | **A-** 80-84 |
| **B+** 77-79 | **B** 73-76 | **B-** 70-72 |
| **C+** 67-69 | **C** 63-66 | **C-** 60-62 |
| **D** 50-59 | | |
| **F** 0-49 | | |

## OPERATIONAL DETAILS

Capilano University has policies on Academic Appeals (including appeal of final grades), Student Conduct, Cheating and Plagiarism, Academic Probation and other educational issues. These and other policies are available on the University website.

**Professional Behaviour**

Students must demonstrate a professional attitude and behaviour toward work, other students, guests and instructors. Each student should demonstrate reliability, respect for and co-operation with colleagues. A willingness to work calmly and courteously under difficult conditions as well as a determination to achieve first class work while meeting deadlines is necessary in this course. Students must have respect for equipment and systems and constructive response to criticism.

**Attendance**

Regular attendance is essential. Students who miss more than 20% of the course will not receive credit for the course. Attendance will be taken daily and will form part of the participation grade (see Evaluation Profile). Each student is responsible for the material covered and any work assigned in class. The instructor has no obligation to repeat material for students who missed class.

**Punctuality**

Punctuality is essential. Students more than 15 minutes late for class will be marked absent.

**Participation**

Students will be evaluated on the following aspects:
- Attendance of classes and labs
- Active engagement in class discussions and projects
- Knowledge of reading / assignments
- Frequency and quality of comments, questions and observations

**Late Assignments**

All assignments must be delivered at the place and time specified by the instructor. Late assignments will only be accepted if prior approval for a late submission date has been given by the instructor.

**Submission of Late Assignments**

Although late assignments will not be graded, all assignments must be submitted in order to receive a passing grade in the course.

**Incomplete Grades**

Grades of incomplete (I) will may be assigned in exceptional circumstances. If the date for the submission of incomplete assignments is not met, the grade will automatically revert to the grade based on the student's present achievements. In addition, the student concerned must submit a written request for approval by the instructor prior to the last regular class in the course.

**Continuation Requirement**

Students must successfully complete all 3D Animation courses in one term before continuing to the next term.

**Emergency Procedures**

Students should familiarize themselves with emergency procedures posted in the classroom.