

TERM: Fall 2015	COURSE NO: ANIM 203
INSTRUCTOR:	COURSE NAME: Digital Production Tools for Animation
OFFICE: LOCAL: x	SECTION NO(S):
EMAIL:	COURSE CREDITS: 2.25

COURSE FORMAT: 3 lecture hours per week for 15 weeks

PREREQUISITE: ANIM 107

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: Hand drawn animation has evolved to include complex digital software in the production of animated projects. Knowledge of these tools has become a requirement for graduates seeking careers in animation. This course focuses on procedures used to create and animate digital 2D characters using industry-standard software. The techniques that students learn in this course will prepare them for more complex digital projects in the final term.

COURSE STUDENT LEARNING OUTCOMES: Upon successful completion of this course, students will be able to:

- analyze current trends in animation production;
- compare digital tools and choose the right tool for a specific task;
- research reference materials and resources for advanced learning;
- create digital cartoon character builds using advanced animation software;
- animate original digital characters.

REQUIRED TEXTS: Course materials will be supplied by the instructor.

COURSE CONTENT:

Week	Topic	Assg
1	Introduction to digital animation tools.	
2	Managing layers and the node system.	1
3	Masking tools.	2
4	Advanced masking.	3
5	Shape deformation.	4
6&7	Character builds.	5
8	Character animation and drawing substitutions.	6
9	Working with secondary software.	7
10	Character builds 2.	
11	Storyboarding with digital tools.	8
12	The critical path of production.	
13	Production.	
14	Production.	
15	Presentation.	

ASSIGNMENTS: Seven assignments and a final project will make up the final grade.

EVALUATION PROFILE:

1	Basic Build and Hierarchy	5%
2	Masking 1.	5%
3	Masking 2.	5%
4	Deformation.	5%
5	Character Build 1.	25%
6	Animation.	10%
7	Character Build 2.	15%
8	Final Project: Character Animation	30%
TOTAL:		100%

GRADING PROFILE:

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

OPERATIONAL DETAILS:*University Policies:*

Capilano University has policies on Academic Appeals (including appeal of final grade), 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 missing more than 20% of classes will not receive credit for the course. 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.

Late Assignments:

Late assignments will only be accepted if a doctor's certificate is provided and the instructor has given prior approval for a late submission date.

"I" Grades:

An "I" grade or Incomplete 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.

Emergency Procedures:

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