

<b>TERM:</b> Fall 2014	<b>COURSE NO:</b> ANIM 103
<b>INSTRUCTOR:</b>	<b>COURSE NAME:</b> Design Elements in Animation I
<b>OFFICE:</b>	<b>SECTION NO(S):</b>
<b>EMAIL:</b>	<b>COURSE CREDITS:</b> 3

**COURSE FORMAT:** 4 lecture hours per week for 15 weeks

**PREREQUISITE:** None

**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:** Students will be introduced to the importance of design in character animation. Line, shape, negative space, volume, and colour will be studied. The relationships of these elements (proximity, balance, rhythm/repetition, proportion, variety and size) will be emphasised. Three dimensional models will be created to understand structure. Through drawn exercises, students will learn to create strong character poses that communicate effectively with the audience. Students will study various artistic styles in animation and work individually and as part of a team to create effective, original character models.

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

- identify the characteristics of a strong pose;
- create original characters that have appeal and personality;
- design character poses that communicate effectively and are on model;
- create character maquettes with interior armatures and detailed features;
- design and execute character design model packs to industry standards;
- work as a contributing member of a design group;
- build a representational e-portfolio that showcases their group's design work.

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

**COURSE CONTENT:**

Week	Topic	Assg
1	Introduction to design elements in animation. Posing defined.	1
2	Creating strong poses of characters.	2.1
3	Posing characters while maintaining volumes.	3
4	Character design: stereotypes. Incidental character design.	2.2
5	3D Sculpt: Design and armature builds.	4
6	3D Sculpt: Modelling and detail.	
7	Prop design. Process for clean up of rough drawings. Line quality.	2.3, 5
8	Process for creating a character turnaround.	6
9	Pose sheets, expression sheets and comparative model sheets.	2.4
10	Designing secondary characters: maintaining a style.	2.5
11	Model packs: main character design.	7
12	Character rotations for final model pack.	
13	Model pack production.	
14	Creating an e-portfolio to showcase design concepts	
15	Presentation of group model packs. Q&A .	

**ASSIGNMENTS:**

Six assignments and one group project make up the final grade of this course.

**EVALUATION PROFILE:**

1	Design in Posing	5%
2	Character Design (5 original designs @ 5% each)	25%
3	Procedure for Drawing Characters on Model	5%
4	3D Sculpt Process	15%
5	Line Quality	5%
6	Character Model Rotations and Posing Sheets	20%
7	Group Model Pack Creation	25%
<b>TOTAL:</b>		<b>100%</b>

**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.