

<b>TERM:</b> Spring 2015	<b>COURSE NO:</b> ANIM 106
<b>INSTRUCTOR:</b>	<b>COURSE NAME:</b> Animation: Quadrupeds and Effects
<b>OFFICE:</b> LOCAL: x	<b>SECTION NO(S):</b>
<b>EMAIL:</b>	<b>COURSE CREDITS:</b> 3

**COURSE FORMAT:** 8 lecture hours (2 four-hour classes) per week for 8 weeks

**PREREQUISITE:** ANIM 116, ANIM 117

**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 more complex character animation involving quadrupeds and effects animation. Animal anatomy and movement including walks, runs and jumps will be practiced with an emphasis on acting and composition in a three-dimensional space. An introduction to effects animation will study how the laws of physics pertain to the movement of smoke, fire, water and other natural phenomena.

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

- accurately draw and animate quadruped anatomy;
- understand the importance of physics in creating the illusion of life;
- apply the laws of physics as they pertain to the effects of nature;
- animate scenes involving multiple bipeds and quadrupeds.

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

**COURSE CONTENT:**

Week	Topic	Assg
1	Review of bipedal animation with dialogue.	1
2	Introduction to quadruped anatomy and movement.	2
3	Quadruped motion: run, jump, walk in perspective.	3
4 & 5	Scientific theory and practical applications of natural physical effects.	4
6	Comprehensive applications of character and animal animation.	5
7	Group analysis of student work to date.	6
8	Presentation of final animated projects.	

**ASSIGNMENTS:** Five animation assignments and a final project will make up the final grade.

**EVALUATION PROFILE:**

1	Dialogue Exercise	10%
2	Quadruped Walk	10%
3	Quadruped Action	20%
4	Visual Effects Animation Basics	10%
5	Feature Effects Animation	20%
6	Final Project	30%
<b>TOTAL:</b>		<b>100%</b>

**GRADING PROFILE:**

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:**

*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.