## **EXPERIMENTAL ANIMATION TECHNIQUES**

SUMMER 2009 SYLLABUS

Class schedule: Tuesday & Thursday – 10 AM – 5 PM

Wednesday – 1 PM – 5 PM

Special Expenses: Supplies and Media Lab User Fee

Textbook: The Animation Book by Kit Laybourne (required)

Students should plan on spending a fair amount of time outside of the class schedule on production. **Attendance to scheduled class times is mandatory**.

WEEK ONE			
Tues, June 23 <sup>rd</sup>	10 AM – Noon 1PM – 5PM	Introduction to EAT & Screening Workshop – Zoetrope Animation	COM 326 COM 408
Wed, June 24 <sup>th</sup>	1 PM – 5PM	Screening Workshop & Production Direct Animation	COM 326 COM 408
Thurs, June 25 <sup>th</sup>	10AM - Noon 1 PM - 5 PM	Screening Demo – Sand, Paint & Rotoscoping Proficiency – 2D Animation Labs	COM 326 COM 408 COM 332 & LIB 1408
WEEK TWO			
Tues, June 30 <sup>th</sup>	10 AM – Noon 1PM – 5PM	Screening Storyboards Multi-Media Lab Proficiency Final Cut Pro - Intro for Animation	COM 326 LIB 1404 LIB 1404
Wed, July 1st	1 PM – 5 PM	Workshop & Proficiency – Digital SLR Camera LIB 2708	
Thurs, July 2 <sup>nd</sup>	10AM – Noon 1 PM – 5 PM	Screening Sound Design & Lip Sync Workshop & Proficiency – Audio Field Re	COM 326 LIB 2708 ecording
WEEK THREE			
Tues, July 7 <sup>™</sup>	10 AM – Noon 1PM – 5PM	Screening MML – Final Cut Pro & Soundtrack Pro	COM 326 LIB 1404
Wed, July 9 <sup>th</sup>	1 PM – 5 PM	Workshop & Proficiency Audio Mix Benches	LIB 1525 & LIB 1523
Thurs, July 9 <sup>th</sup>	10AM – Noon 1 PM – 5 PM	Screening Workshop & Production Collage & Articulated Cut–outs	COM 326 COM 408
WEEK FOUR			
Tues, July 14 <sup>™</sup>	10 AM – Noon 1PM – 5PM	Screening Workshop & Production – Strata–cut	COM 326 COM 408
Wed, July 15 <sup>th</sup>	1 PM – 5 PM	Workshop & Proficiency – 3D Lab	COM 308H
Thurs, July 16 <sup>th</sup>	10AM – Noon 1 PM – 5 PM	Screening Workshop & Production 3D Character Design / Armatures	COM 326 COM 408

## EXPERIMENTAL ANIMATION TECHNIQUES, SUMMER 2009 SYLLABUS, CONT.

WEEK FIVE Tues, July 21st	10 AM – Noon 1PM – 5 PM	Screening Workshop & Production	COM 326 COM 408	
		Demo – 3D Lighting / 3D Set Design & Construction		
Wed, July 22 <sup>nd</sup>	1 PM – 5 PM	MML – Assisted Work Session	LIB 1404	
Thurs, July 23 <sup>rd</sup>	10AM – Noon 1 PM – 5 PM	Screening Final Project – Production Teams & Planning	COM 326 COM 408	
WEEK SIX				
Tues, July 28 <sup>th</sup>	10 AM – Noon 1PM – 5 PM	Screening Final Project Production	COM 326 or 408 COM 408	
Wed, July 29 <sup>th</sup>	1 PM – 5 PM	MML – Assisted Work Session	LIB 1404	
Thurs, July 30 <sup>th</sup>	10AM – Noon 1 PM – 5 PM	Screening Final Project Production	COM 326 or 408 COM 408	
WEEK SEVEN				
Tues, Aug 4 <sup>th</sup>	10 AM – Noon 1PM – 5 PM	Screening Final Project Production	COM 326 or 408 COM 408	
Wed, Aug 5 <sup>th</sup>	1 PM – 5 PM	MML – Assisted Work Session	LIB 1404	
Thurs, Aug 6 <sup>th</sup>	10AM – Noon 1 PM – 5 PM	Screening Final Project Production	COM 326 or 408 COM 408	
WEEK EIGHT				
Tues, Aug 11 <sup>th</sup>	10 AM – Noon 1PM – 5 PM	Screening Final Project Production	COM 326 or 408 COM 408	
Wed, Aug 12 <sup>th</sup>	1 PM – 5 PM	Final Project Production	COM 408	
Thurs, Aug 13 <sup>th</sup>	10AM – Noon 1 PM – 5 PM	Screening Final Project Production	COM 326 or 408 COM 408	
WEEK NINE				
Tues, Aug 18 <sup>th</sup>	10 AM – Noon 1PM – 5 PM	Screening Final Project Production	COM 326 or 408 COM 408	
Wed, Aug 19 <sup>th</sup>	1 PM – 5 PM	Final Project Production	COM 408	
Thurs, Aug 20 <sup>th</sup>	10AM – Noon 1 PM – 5 PM	MML – Assisted Work Session MML – Assisted Work Session	LIB 1404 LIB 1404	
WEEK TEN				
Tues, Aug 25 <sup>th</sup>	10 AM – Noon 1PM – 5 PM	Screening – Final Project Rough–Cut Workshop & Production – Portfolio & Shown	COM 326 or 408 eel LIB1404	
Wed, Aug 26 <sup>th</sup>	1 PM – 5 PM	DVD Production or Final Project Post–Produ	ction LIB 1404	
Thurs, Aug 27 <sup>th</sup>	10AM – Noon	Clean Up	COM 408	
TBD	TBD	Final Screening	TBD	

Syllabus subject to change at faculty's discretion.

## EXPERIMENTAL ANIMATION TECHNIQUES, SUMMER 2009 SYLLABUS, CONT.

ASSIGNMENTS SCHEDULE				
June 23 <sup>rd</sup> Daisy Chain – 150 3x4 cards				
June 24 <sup>th</sup> Direct Animation				
The following assignments are due before the morning session on the due date and must be in SCREENING folder on the server as a QuickTime movie.				
June 25 <sup>th</sup>				
July 2 <sup>nd</sup> Pixilation Due Jul 16 <sup>th</sup>				
July 9 <sup>th</sup> Due July 23 <sup>rd</sup>				
July 14 <sup>th</sup>				
July 16 <sup>th</sup>				
FINAL PROJECT				
July 23 <sup>rd</sup> Final Project				
July 23 <sup>rd</sup> , Production Teams and Planning				
July 28th, Storyboard, First Draft & Production Schedule Due				
July 30 <sup>th</sup> , Storyboard, Final Draft Due				
August 25 <sup>th</sup> , Rough Cut Due				

August 27th, Final CutDue