

Digital Animation I (2D WEB NARRATIVE FLASH ANIMATION)
MDAR 320-81
SPRING 2009
Elmwood Campus-Mac Lab room J
MONDAY 6:00-9:00PM

Instructor

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Course Information

Course information will also be online at <http://mytulane.blackboard.com>
Please note: This syllabus is subject to change at the discretion of the instructor.

There is no required text for this course-

Required Course Materials -as needed

CD-Rs for burning work to disc-and/ or external flash/jump drives for storage of work.
Always bring a pen to class!

Skill Level

mdar 220 is a prerequisite for this course.
mdar 230 is recommended but not required.

Course Description

This course provides students with the knowledge and the skills needed to expand upon skills learned in Intro to Computer Illustration.
Students will use Adobe Creative Software (CS4) Flash to create interactive images and animations based upon a story or theme.
Students will continue to develop skills through concept-based assignments. Students will get hands on experience with a variety software packages while learning terminology as well as an overview of the history of illustrative animation to the present.

Course Objective

When completing this course, the student will have developed a familiarity with the creative process while being introduced to the techniques used in producing computer-based illustration and Flash animation for the web and other flash based devices.

Instructional Information

Upon completion of the course, the student will be able to:

- Use creative, artistic and technical skills in the creation of effective digital illustrations and storyboards
- Understand and execute Adobe Flash based animations for web and other devices
- Execute advanced digital illustration skills
- Use creative problem solving while utilizing the various software used
- Understand and participate in effective group critique & criticism
- Have completed at least two animations for portfolio development

Evaluation and Grading

All projects are evaluated and the use of concepts explored in class and craftsmanship (neatness).

GRADING SCALE

A =100-96	A- = 90-95	B+ =89-87	B =86-84	B- =83-80	C+ =79-77
C =76-74	C- =73-70	D+ =69-67	D =66-64	D- =63-60	F =59-0

Instructor's Policies

Attendance

Students are expected to attend every class. Absences will be excused only upon presentation of documentation for an emergency (i.e. medical emergency, emergency involving legal authorities.)

PLEASE NOTE

If you know you are going to be absent from a class, please e-mail or call instructor at least the day before that class. Only one incidence of transportation emergency or crashed disc/ computer emergency will be excused. Only one job related emergency will be excused.

Note: More than two absences, whether excused or inexcused, will result in lowering the final grade by one letter for each additional absence.

Perfect attendance will raise a student's final grade by 2.0 points.

Homework

All homework must be ready and turned in at the beginning of the class period.

All work must be turned in in both the original file format .FLA and also exported as a .swf file for critique. All final projects for exams must also be posted to the studentweb.tulane.edu.

Please make certain that you have an account.

All files MUST have your initials included as part of the title or you absolutely will not receive credit for your work.

Late work

Assignments must be turned in on the date that they are due. Unless a student can show substantial reason for not having the work to turn in on time, the grade on late assignments will be dropped one letter grade PER DAY. If a student has missed an assignment due to an excused absence, he/she must contact the instructor immediately and present the assignment as soon as possible. A missed project is recorded as a zero.

Disability Services

Students requesting accommodations should contact the Center for Educational Resources & Counseling (ERC)

<http://erc.tulane.edu/>

Academic Honesty

All students are expected to produce their own original creations for class assignments.

<http://college.tulane.edu/code.htm>

Code of Academic Conduct

Academic dishonesty in any form will not be tolerated. Students are expected to be familiar with the Code of Academic Conduct (Honor Code) and its provisions.

Of particular note:

Collaboration -- *Oral reports, writings projects and tests are to be prepared and completed by each student individually. Collaboration should be limited to discussions of subject matter, issues and case studies in and outside of class.*

Plagiarism -- *Plagiarism is taking someone else's work and using it as your own without*

attribution. It is grammatical or visual theft. Students sometimes use material in their research papers but mistakenly neglect to state the attribution. If you take a quote from a book, newspaper, magazine, website, television broadcast, etc., you must name the author, footnote it properly in your paper and list it in your bibliography. If you find information and rephrase it in your paper - even if it's not a direct quote - you must attribute it by footnote. If in doubt, consult the Code of Academic Conduct and its insert titled, "Acknowledging Sources in Academic Work." To find the Code of Academic Conduct, go to the SCS homepage and click on "Rules & Requirements."

Assignments are weighted as follows

Assignment #1	Illus. /anim. examples	5%
Assignment #2	Group Storyboarding	5%
Assignment #3	Subject Storyboard-1	10%
Assignment #4	Interactive Animation 1 Critique	10%
Assignment #5	Animation Storyboard-2	10%
Assignment #6	Animation 2-1 st Critique	10%
Assignment #7	Animation 2-2 nd Critique	10%
Assignment #8	Pre Exam -3 rd Critique	20%
FINAL CRITIQUE		<u>20%</u>
TOTAL		100%

Course Outline

WEEK 1	August 24 Introduction to course and review of syllabus Intro to Storyboarding & Animation
WEEK 2	August 30th Continued Intro to Storyboarding & Animation Critique Illustration Examples Assignment #2 Storyboarding- research and choose subject
WEEK 3	September 7th LABOR DAY- NO CLASS September 9th – class does meet Assignment #2 Storyboarding continued
WEEK 4	September 14 th Critique/review Storyboards Due – Begin animation Intro Animating with Adobe Flash
WEEK 5	September 21 st Assignment #3 Begin creating Animation-1 based on Storyboard illustrations
WEEK 6	September 28- No classes Monday before 5:30pm Yom Kippur Holiday September 30h – class does meet Assignment #4 Continue creating Animation-1 based on Storyboard illustrations Critique Animation -1
WEEK 7	October 5 th Assignment #5 Begin Subject Storyboarding #2 research and choose subject
WEEK 8	October 12 th Assignment #5 Subject Storyboarding #2 Due Critique-Storyboarding #2

WEEK 9 Assignment #6	October 19 th Begin Animation #2
WEEK 10 Continue animation	October 26 th Continue Animation #2
WEEK 11 Assignment #6	November 2 nd Critique- Animation #2- 1 st critique
WEEK 12 Assignment #7	November 9 th Critique- Animation #2-2 nd critique
WEEK 13	November 16 th Continue creating Animation
WEEK 14 Assignment #8	November 23 rd Pre Exam Critique- -3 rd Critique Animation #2
WEEK 15	November 30 th Final full week of class-
WEEK 16	December 7th Monday DEC 7th 6:00-9:00pm FINAL EXAM- FINAL CRITIQUE
