CTAN 301 - Introduction to Digital Animation   Class: M 1:00pm-3:50pm
3 Units Fall, Room G 136:   Lab: T 9:00am-11:50am

Professor: Sheila M. Sofian   E-mail: ssofian@cinema.usc.edu   Tel (213) 740-7595
Office Hours Monday 10:00am-1:00pm
Teaching Assistant: Arjun Rihan   E-mail: arjunrihan@gmail.com

COURSE DESCRIPTION

Advanced Studio A - Introduction to Digital Animation teaches students the fundamental principles of working in 2D digital software with an emphasis on animation, story, sound, timing and execution. Students will learn how to transition from traditional hand-drawn animation techniques and creative processes into the digital realm. Production-flow, scheduling and pipeline will be integral to the understanding of how these principles work together in a creative project.

ASSIGNMENT

Introduction to Digital Animation comprises of a semester-long process of learning and mastering animation and creative storytelling in the digital realm. The final assignment will comprise a 30 second animated film, utilizing original character designs, concepts, and sound.

GRADING CRITERIA

Assignments   40%
Class participation & Attendance   10%
Final project   50%

EVALUATION OF STUDENT WORK

Projects will be evaluated on the following criteria:
    a. Accuracy of assignment guidelines
    b. Demonstration of principles covered in class
    c. Communication of ideas

Final projects will be evaluated on the following criteria:
    a. Completion
    b. Communication of narrative or intent
    c. Effectiveness of timing and execution
    d. Effectiveness of soundtrack
    e. Creativity

LAB TIME

Students must expect to spend up to six hours lab time executing and learning the digital animation concepts outside of class. Failure to meet deadlines each week will constitute a reduction in the digital production execution grade.

RECOMMENDED READING

Hollywood 2D Digital Animation: The New Flash Production Revolution by Sandro Corsaro & Clifford J. Parrott, ISBN 1-59200-170-X
Adobe Training DVDs and manuals DADA library LPB 200C
Animation in the Home Digital Studio by Steven Subotnick, ISBN 0240516710

CTAN 301 - Introduction to Digital Animation   Class: M 1:00pm-3:50pm
3 Units Fall, Room G 136:   Lab: T 9:00am-11:50am

Professor: Sheila M. Sofian   E-mail: ssofian@cinema.usc.edu   Tel (213) 740-7595
Office Hours Monday 10:00am-1:00pm
Teaching Assistant: Arjun Rihan   E-mail: arjunrihan@gmail.com

CLASS BREAKDOWN

Class 1: Aug 27   Introduction, Story and Treatment
Syllabus distributed: Introductions. Discussion of production pipeline. Overview of assignments.
Lecture: Story development, treatment. Develop story concept. Screening of 2D computer
animation films.
Assignment: Write a one-page treatment of your story concept for your 30-second film. Be
prepared to pitch your project to the class next week.
LAB: No lab this week.

Sept 3:   UNIVERSITY HOLIDAY- LABOR DAY

Class 2: Sept 10   Character Design and descriptions
Presentation and critique of story treatments. Lecture: Character Designs, character
biographies. Prepare character designs and character biographies for proposed project. Be
prepared to critique next week.
LAB: TA on hand for character designs

Class 3: Sept 17   Storyboarding
Lecture: Storyboarding conventions, camera shots, 180-degree rule, staging.
LAB: TA on hand for storyboards.
Assignment: Complete a storyboard and character designs for proposed project. Be prepared
to pitch to the class next week.

Class 4: Sept 24   Introduction to Flash
Presentation and critique of storyboard. Lecture: animatics. Introduction to Flash software:
scanning, editing. Raster vs. Vector.
LAB: Flash overview: timeline, scanning.
Assignment: Scan storyboard panels, import and edit in Flash to create animatic.

Class 5: Oct 1   Sound design
Critique animatics. Discuss sound design.
LAB: Attend ADR and Foley lab session scheduled in lab hours –mandatory.
Assignment: Edit sound effects with animatic.

Class 6: Oct 8   Presentation of sound tracks and animatic.
Critique animatics with soundtracks. Introduction to creating digital backgrounds and layering
animation using Adobe Photoshop. See Adobe DVD- Photoshop for technical review.
LAB: Photoshop overview.
Assignment: Create and render one complete background in Adobe Photoshop

Class 7: Oct 15   Presentation of digital background / Animating using Flash

CTAN 301 - Introduction to Digital Animation   Class: M 1:00pm-3:50pm
3 Units Fall, Room G 136:   Lab: T 9:00am-11:50am

Professor: Sheila M. Sofian   E-mail: ssofian@cinema.usc.edu   Tel (213) 740-7595
Office Hours Monday 10:00am-1:00pm
Teaching Assistant: Arjun Rihan   E-mail: arjunrihan@gmail.com

Critique backgrounds. Review of Flash- creating symbols, key frames. Class lecture: Rigging character for Flash.
LAB: Animating in Flash using symbols
Assignment: Create 4 seconds of animation for independent film. Import or create in Flash.

Class 8: Oct 22   Compositing in Adobe After Effects.
Critique animation. Lecture: Compositing and animating using Adobe After Effects. This class introduces the interface, file management and basic techniques required to composite animation and create camera moves in After Effects.
LAB: Introduction to After Effects.
Assignment: Create a camera move on the animation created the previous week.

Class 9: Oct 29   Presentation of camera move / Final Scheduling/ Begin production. Introduction to Premiere.
Review camera move and critique. Determine final workflow for each project and prepare schedules. Meet with instructor and TA for consultations. Consult individual schedules. Lecture and hands-on training to be determined by class projects and student needs
LAB: Overview of Premiere.
Assignment: Begin animation on proposed project.

Class 10: Nov 5   Review Schedules/ Independent projects and consultations
Critique work-in-progress. Meet with instructor and TA for consultations. Review schedules. Lecture and hands-on training to be determined by class projects and student needs.
LAB: Workshop
Assignment: Continue animation on proposed project.

Class 11: Nov 12   Independent projects and consultations
Critique work-in-progress. Meet with instructor and TA for consultations. Review schedules. Lecture and hands-on training to be determined by class projects and student needs.
Assignment: Continue animation on proposed project.

Class 12: Nov 19   Independent projects and consultations
Critique work-in-progress. Meet with instructor and TA for consultations. Review schedules. Lecture and hands-on training to be determined by class projects and student needs.
Assignment: Continue animation on proposed project.

Class 13: Nov 26   Independent projects and consultations / Premiere Pro and post production
Critique work-in-progress. Meet with instructor and TA for consultations. Review schedules. Lecture and hands-on training to be determined by class projects and student needs.
This class will prepare the project files for importation to Adobe Premiere Pro, editing, and step-by-step instruction on DVD M2V file creation.
Attend ADR and Foley lab pick-up session scheduled in lab hours –mandatory.
Assignment: Import work-in-progress files to Premiere Pro, and render M2V files ready for DVD burn. Place M2V and associated sound file in your folder on the CTAN 301A file on HAL.

CTAN 301 - Introduction to Digital Animation   Class: M 1:00pm-3:50pm
3 Units Fall, Room G 136:   Lab: T 9:00am-11:50am

Professor: Sheila M. Sofian   E-mail: ssofian@cinema.usc.edu   Tel (213) 740-7595
Office Hours Monday 10:00am-1:00pm
Teaching Assistant: Arjun Rihan   E-mail: arjunrihan@gmail.com

Class 14: Dec 3   Independent projects and consultations
Presentation of work-in-progress. Consult individual schedules. Lecture and hands-on training to be determined by class projects and student needs.
Assignment: Continue animation on proposed project. Complete 4 seconds of animation. Complete timeline for final project.

Class 15: Dec 10   Study week to complete post-production. No formal lecture. Lecturer and TA will be on hand to assist in completion.

Class 17: <u>WEDNESDAY DEC 19 11am-1pm</u>   Final Exam: Presentation and Oral Critique
Presentation and critique of entire project.

ASSESSMENT CRITERIA
Students will be assessed on the presentation, originality, quality and execution of their sound design and animation. All elements must be completed for the final presentation. Any student who fails to submit the completed elements in time for any previous deadlines or for the final presentation will see a reduction in their digital production execution grade and final exam grade.

If a student wishes to improve on a class assignment grade, they are allowed to revise the assignment, which will be graded accordingly.

Any student arriving more than 10 minutes late will be marked "LATE". Three lates constitute an absence. Three absences will result in failure. The only exceptions will be valid emergencies with appropriate documentation.

Students missing class are expected to contact the instructor and meet during faculty office hours in order to make up any missed assignments.

STUDENTS WITH DISABILITIES: Any student requesting academic accommodations based on a disability is required to register with Disability Services and Programs (DSP) each semester. A letter of verification for approved accommodations can be obtained from DSP. Please be sure that the letter is delivered to the Professor as early in the semester as possible. DSP is located in STU 301 and is open 8:30 a.m. - 5:00 p.m., Monday through Friday. The phone number for DSP is (213) 740-0776.

MISSING AN EXAM, INCOMPLETES: The only acceptable excuses for missing an exam or taking an incomplete in the course are personal illness or a family emergency. Students must inform the professor before the exam and present verifiable evidence in order for a make-up to be scheduled.

Students who wish to take incompletes must also present documentation of the problem to the instructor or teaching assistant before final grades are due.

CTAN 301 - Introduction to Digital Animation   Class: M 1:00pm-3:50pm
3 Units Fall, Room G 136:   Lab: T 9:00am-11:50am

Professor: Sheila M. Sofian   E-mail: ssofian@cinema.usc.edu   Tel (213) 740-7595
Office Hours Monday 10:00am-1:00pm
Teaching Assistant: Arjun Rihan   E-mail: arjunrihan@gmail.com

ACADEMIC INTEGRITY: The School of Cinema-Television expects the highest standards of academic excellence and ethical performance from USC students. It is particularly important that you are aware of and avoid plagiarism, cheating on exams, submitting a paper to more than one instructor, or submitting a paper authored by anyone other than yourself. Violations of this policy will result in a failing grade and be reported to the Office of Student Judicial Affairs. If you have any doubts or questions about these policies, consult "SCAMPUS" and/or confer with the professor or teaching assistant.