Bergen Community College
Division of Arts and Humanities
Department of Visual Arts

ART-291 Computer 2D Animation II

Date of Most Recent Syllabus Revision: 12/2001
Course Typically Offered: Every Semester

Instructor: Francis Schmidt
Office Location: West 317 Heights
Office Hours: Monday 1-2PM, Tuesday 1-2 PM and Thursday 1-2 PM
Phone: 201.493.3533
Email Address: fschmidt@bergen.edu
Class Meeting Time and Location: Tuesdays 10:20 - 2:30 in West 317

Course Description

Official Catalog Course Description

This course is an advanced level studio experience in computer animation design and production. Technical and aesthetic issues in masking, key framing, interlacing, and compression are explored. Students learn to incorporate illustrations, photographs, video, and audio into their animations, as works progress from storyboard to completion. For students familiar with 3D animation techniques explored in ART-192 and/or ART-293, the possibilities for incorporating 3D animations into their projects are presented.
Lecture (2.00), Laboratory (2.00). Prerequisite: ART-290.

Student Learning Objectives:

Upon completion of the course, students should be able to master the tools, interface, and digital animation capabilities of industry standard software, identify key components of digital animation production, critically evaluate (aesthetically and technically) their own work and the work of others, and propose, design and create advanced animation on the computer.

Means of Assessment

Assessment in this course will be based on the quality of student art projects.
Projects will be focused on demonstrating particular skills delineated in the Course Content Section.

Course Content

The course will include lectures/demonstrations, studio time and both one on one and group critiques.

Major topics in any instructor's individual course guide must include:
Story Boarding
Animatics
Group Projects
Cut Out Animation
Puppet Animation
Timeline Curve Editing

Course Texts and/or Other Study Materials

Students must bring to each class session portable disk drives in order to save and back up course work.
BCC is not responsible for student work left on workstations.

Grading Policy

The Grades in this course are base primarily on the class projects.Each project poses specific technical and creative challenges and will be graded as follows:

Grade of A: This project shows originality in its approach, and the mastery over technical skills as well as diligence and attention to detail in all phases of execution. An A project exceeds the expectations of the instructor. In order to achive this high level substantial work must be done in free lab hours and class time must be used effectively.This project will reflect an independent commitment to and interest in illustration and design on the part of the student. In short the A grade is reserved for the best work in the class.

Grade of B: This project is fully completed and shows technical competence as well as solid design decisions. The project fulfills all of the requirements of the assignment.

Grade of C: This project is completed in a sloppy fashion. The project will demonstrate a weak grasp over relevant techniques and it lacks creativity or cohesiveness.

Grade of D: This project is only partially complete or does not address the requirements of the assignment.

Grade of F: Project is not handed in or fails to demonstrate engagement with the subject matter of the course.

Attendance Policy

BCC Attendance Policy:

All students are expected to attend punctually every scheduled meeting of each course in which they are registered. Attendance and lateness policies and sanctions are to be determined by the instructor for each section of each course. These will be established in writing on the individual course outline. Attendance will be kept by the instructor for administrative and counseling purposes.

Course Calendar

Week	Topic/Activity	Assignments/Events
1	Selling the animat(ion, or)	Review of past work
2	Pitching Ideas and Story boards	Begin Group Project
3	From Story Board to Animatic	Begin Demo Reel
4	Assigning Tasks in Group Project	Continue Work on Projects
5	Organizing Assets	Continue Work on Projects
6	Advanced Technique	Review and Revise Animatic
7	Advanced Technique	Review and Revise Demo Reel
8	Integrating different software packages	Continue Work on Projects
9	Student Chosen Topic	Continue Work on Projects
10	Effects and Filters	Continue Work on Projects
11	2.5 Dimensional Animation	Continue Work on Projects
12	Output for Video	Critique Group Project
13	Output for Web	Continue Demo Reels
14		Critique Demo Reels

Note to Students: This Course Outline and Calendar is tentative and subject to change, depending upon the progress of the class.