

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

ART-290 Computer 2D Animation I

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 introduces the fundamental skills and concepts of 2D computer animation, motion graphics, and digital video. The focus is twofold: technical and aesthetic. Technical study is comprehensive, from operating systems and software interface, to audio/video capture, to special effects, editing, and output. Aesthetic issues emphasize innovative approaches to sequential organization of thematic materials. Lecture (2.00), Laboratory (2.00). Prerequisite: ART-189 or ART-197

Student Learning Objectives:

Upon completion of the course, students should be able to use the tools, interface, and digital imaging capabilities of industry standard animation 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 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:
Persistence of Vision, illusion of motion, frame rate and how these interact
Keyframing and tweening
Background art vs Foreground animation
Walk cycles and Rotoscoping
Transitions and Titles
Output Formats and Codecs

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 achieve 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	Persistence of Vision	tutorial
2	Navigating the Software Interface	tutorial
3	KeyFrame Animation	Begin Project 1
4	Backgrounds and layers	Continue Project 1
5	Rendering	Finish Project 1/Critique
6	Walk Cycles	Begin Project 2
7	Rotoscoping	Continue Project 2
8	Sound sync	Finish Project 2/Critique
9	Acquisition (scanning and digital cameras)	Begin Final Project
10	Effects and Filters	Continue Final Project
11	2.5 Dimensional Animation	Continue Final Project
12	Output for Video	Continue Final Project
13	Output for Web	Continue Final Project
14		Final Critique

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