The Art Institute of Washington® Course Syllabus

Course Title: Survey of Animation

Course Code: CA222

Course Prerequisites:

Course Description

This course is an historical survey of both traditional and computer animation and the state of the present industry. Future trends in animation will be explored (4 credits, 4 hours)

Core Course Competencies: Upon completion of this course, students will be to discuss the following:

- 1. Understand the difference between hand and computer animation
- 2. Understand and identify the historical trends in animation
- 3. Understand the relationship between enabling technologies and the advances of animation.
- 4. Have knowledge of the major personalities and business names in the history of the field.
- 5. Have exposure to enough animation of all types to make better judgements about its quality and artistic merit.
- 6. Have enough information to make enlightened judgements about the directions animation and related fields may go in the future.

Required Text: Pilling, Jayne, A Reader in Animation Studies 2001

Course Length: 11 Weeks

Contact Hours: 44

Credit Value: 4

Students with Disabilities:

It is AiW's policy to not discriminate against qualified students with documented disabilities in its educational programs. If you have a disability-related need for modifications in this class, contact your instructor and a school counselor (located in the Student Services Office). Instructors should be notified during the first week of classes. You may refer to the Non discrimination Policy on the Enrollment Agreement Form for the complete policy.

Attendance Policy:

It is the goal of this policy to improve the academic performance of students in the classroom by stressing the importance of course attendance and reinforcing the work ready expectations of employers for employee attendance.

- 1. Students are required to attend all class meetings, to arrive on time, and to stay for the duration of the class.
- 2. Students arriving thirty minutes or more late will be marked absent.
- 3. Tardiness (10 + minutes) will be recorded and will affect student participation grades. Students who leave before the class is over without the approval of the instructor will be marked absent.
- 4. Students who accumulate three absences in a course will be dropped from and a grade of FS (failed suspended) will be recorded for the course.
- 5. There are no excused absences.

Student Conduct Policy:

The Art Institute of Washington expects its students and employees to conduct themselves in a professional manner at all times. In addition, the Art Institute has a strict policy that disallows sexual harassment of either students or its employees. All students or employees are encouraged to report any professional or sexual misconduct to the Director of Student Services.

Grading Scale:

A	100 to 92
A-	91.9 to 90
B+	89.9 to 88
В	87.9 to 82
B-	81.9 to 80
C+	79.9 to 78
C	77.9 to 72
C-	71.9 to 70
D+	69.9 to 67
D	66.9 to 60
F	59.9 and below

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Course Code/Section: CA222 Session/Year: Spring 2002

Meeting Days: Thursday 12:30-4:20 Instructor: Wendy Tumminello

Email: wt311@fac.aii.edu

voice mail: 703-358-9550 ext: 7721

Estimated Homework Hours: 3 per week

Student Evaluation:

You are required to turn in a total of three papers. Papers should be no less than three pages. You must cite all sources utilized. If you use anyone else's words you MUST give the author due credit. Plagiarism in any form will be recorded as an F. Finally, you will be assigned by the 5th week of class a final group project that will be presented as a group the last day of class.

Department Criteria:

30% papers, 20% projects, 30% tests, 10% pop quizzes, 10% participation

Class Policies:

- 1. Attend every class, bring a pencil and paper to take notes, turn in all assignments on time, and take notes while watching films.
- 2. Late work will result in the reduction of one letter grade for each class an assignment is late. After three weeks student will receive and automatic F. No exceptions.
- 3. Makeup work will be assigned only after meeting with the instructor.
- 4. Students are expected to turn in original work. Plagiarized work will receive a permanent F grade.
- 5. Students are expected to participate in class discussions, demonstrations, and to give oral presentations that accompany their projects.
- 6. Use of devices such as phones, headphones, calculators, etc. Will not be permitted during class time or designated class lab time.
- 7. There are no excused absences for Midterm, Final Exam, and Paper due dates unless student has a valid doctor's excuse.
- 8. Student is responsible for obtaining notes for any missed classes.

LATENESS PENALTY: One letter grade per week. Papers will NOT be accepted after the third week. NO EXECEPTIONS.

MLA GUIDELINES: Please follow the MLA guidelines for citing your sources. If I do not receive sources I will return the paper to you.

SMART THINKING: Every student will be required to sign up for smarthinking.com. Students should submit their papers to smarthinking.com, especially if grammatical skills are weak.

Course Outline (A schedule of course activities by week)

Hourly Lesson Plan

Tiourry	Lesson Plan	T .1 / A .4* *4*	II I D	D. P.
	Lecture	Lab/ Activities	Homework Due Following Week	Reading
Week 1	Introduction to the	Film Clips:		
	course	Gertie the		
	Silent Era (1914-1928)	Dinosaur		
Week 2	Studio Animation	Superman		p. 82-92
	Fleischer Studios	Fleischer Shorts		
		Betty Boop		
Week 3	Disney Era (pre-	Snow White	Paper #1	ch. 20
	WWII)	Fantasia Dumbo	Disney	ch. 12
Week 4		Warner Bros		
	The studio Cartoon	Retrospective		
Week 5	Disney's Silver Age animal farm Midterm	TBD		
Week 6	TV animation Commercial	Simpsons Ren & Stimpy	Paper #2	ch. 13
	Animation (1940's-1960's)			
Week 7	Anime	Akira		chapter 11
	National Film board	Masters of		chapter 18
	early abstract films	Animation		
Week 8		film noir		chapter 15
	Independent /	quay brothers		
	Experimental Film Clay animation	jan svanmajer		chapter 4
Week 9	Computer Animation	toy story		chapter 2
	Special Effects	Dinosaur matrix		
Week	Games	TBD		
10	Virtual Reality			
	Motion Graphics			

Week 11	Final Exam Presentations		