



Course: Digital Ink and Paint Course Number: AD20611
Instructor: Linda Kudzmas
Day/Time: Friday 8 - 12 Quarter: Spring 2018
Prerequisites: AD10231, AD10331, AD10441
Building: 1622 Room: 615
Email Address: lkudzmas@aii.edu or professor@professoregg.com
Facebook: <https://www.facebook.com/ProfessorEggAiPH/>
Twitter: <https://twitter.com/ProfessorEggAi>
Website: <http://professoregg.com/>
Contact Hours: 4 Per Week
Instructional Lecture:
Academic Credits: 3 Credits 22 Hrs Lab: 22 Hrs
Course Length: 11 Weeks

Mission Statement:

The mission of The Art Institute of Philadelphia is to provide a well-balanced, high-quality education by combining applied arts technology and techniques, related business practices, and general education in order to prepare students for entry-level employment and for professional advancement within their chosen fields.

Course Description:

Objective: Students develop a basic understanding of computers as an animation tool. They gain hands on experience with 2D computer animation software.

Program Objectives:

Demonstrate basic principles of animation. Integrate audio with animated compositions.

Institutional Objectives:

Integrate creative discipline-specific knowledge, skills and abilities to obtain entry-level employment in chosen field. Use critical thinking in creative and innovative problem solving and decision-making.

Competencies/Learning Objectives:

1. Understand and demonstrate simple principles of animation.
2. Have a working workbook to refer to in the future.
3. Understand the basic workings of current state of the art 2D computer animation software package such as Adobe Animate.
4. Have completed a series of tutorials specific to said software.
5. Have the ability to animate a design that the student created.

Required Text: How to Cheat in Adobe Animate, by Chris Georgenes, Focal Press, \$39.95
Additional text: QuickStart Guide

Technology Needed:

AIPH animation studios provide necessary equipment to complete assignments for this course.

Instructional Materials and References:

1. Portable hard drive or flash (thumb) drive
2. A copybook/ sketchbook for notes, preparation of finals, and visual brainstorming.

Teaching Strategies:

Demos followed by Student participation, Assignments based on Demo, Final Assignment is based on course work

Requirements for Successful Completion:

1. Complete all assignments
2. Attend Class, no lateness or leaving early
3. Take notes during Demos
4. Pass the final exam

Writing Center:

Location and Hours

Cofta: Monday 9-1, 2300/233A

Jaha: Wednesday 9-1, 1600/604

Stinsman: Thursday 9-1, 1600/604 (and by appointment)

Wilkie: Friday 9-1, 2300/233ABy

appointment only via the Contact form on <http://aiphwrites.com/>

Method of Evaluation:

- Assignments 70%
- Final Test 10%
- Final Assignment 20%
- Student Participation/Professional Class behavior* 10%
 - *(Can be added or subtracted from final grade)

School of Media Arts Grading Policy

<i>4 POINT SCALE</i>	<i>%</i>	<i>LETTER GRADE</i>
4.0 – 3.8	100-96	A
3.7 – 3.5	95-90	A-
3.4 – 3.2	89-87	B+
3.1 – 2.8	86-83	B
2.7 – 2.5	82-80	B-
2.4 – 2.2	79-77	C+
2.1 – 1.8	76-73	C
1.7 – 1.5	72-70	C-
Less than 1.5	69-0	F

Class Policies:

NO FOOD! NO DRINKS! NO EATING IN LABS! VIOLATORS WILL BE ASKED TO LEAVE THE COMPUTER LAB AND STAY IN HALLWAY WITH THE DOOR OPEN UNTIL FINISHED!

If you miss a class or lecture, it is up to you to secure the Power Point Presentations from a classmate or from the website (<http://professoregg.com/>), and complete any assignment due when the next class meets.

If you are late, you must sign your name on the Sign In Sheet. It will be up to you to make sure this is signed.

You are not allowed to sign another student's name to the Sign In Sheet; violators will be ejected from the class and given a failing grade.

If you miss the Final Test either by lateness or absence, you will not be allowed to re-take the test. Re-doing of assignments is not necessary or advised, unless otherwise indicated by myself (the instructor).

If you do not have the final finished and on time, you will fail the course.

Even if you attend every class and complete every assignment; you still may fail the course due to quality issues.

All Assignments are due at MIDNIGHT before class.

Late Assignments will NOT be accepted.

All Assignments MUST be finished, including full character detail.

All Assignments will be graded not only for its aesthetic value, but by the bullet list of requirements as listed on the Assignment List.

If you receive an 'F' for mid-term, you will not receive a grade higher than a 'C-' for the entire course.

Disk, Computer, Time and Lab problems are not an excuse for any missed work.

NO CANOODLING!

NO SINGING!

NO IMPRESSIONS!

Late Assignments will NOT be accepted.

Each week, Assignments and Work in Progress MUST be submitted through BrightSpace before the start of class.

- The Assignment Submission Folder will be closed and locked at the start of class.
- Assignments MUST be submitted in the format as explained in Assignment List.
- Your Assignment must be labeled with the Assignment Name and your last name:
 - Example: FirstAssignment_Jones
- Failure to follow the directions above may lead to nonacceptance of Assignment.

BrightSpace:**Assignment Submissions:**

- You can only upload files under 1 GIG.
- If your file is over 1 GIG, you must reduce it by either compressing or reducing the size of the movie.
- Make sure ALL QuickTime movies are reduced to 600X360.
- Submission folders will be locked one half hour after class starts.
- You can upload file(s) a week in advance of Due date.

Grades:

- Check your grades.
- Each assignment is worth a percentage of the final grade.
- Each assignment is worth 10 points.
- Final Calculated grade is based on 100%.

- You have to do a little math to see how you are doing.
- If you have 30% of 100% and only one assignment left worth 20%, you are in trouble. The best you can do is 50%.
- If you have 65% of 100% and only one assignment left worth 20%, you are doing fine. The best you can do is 85%.

Points are awarded re letter grades:

10 – 9.5 = A
9 = A-
8.75 = B+
8.5 = B
8 = B-
7.75 = C+
7.5 = C
7 = C-
6.75 = D+
6.5 = D
5 = F

- Ask me anytime to discuss your grades and how you are doing in the class.

Instructor Availability Outside of Class:

Thursday: 8-12, (509), 1 - 5 (615)
 Friday: 8 – 10 (615), 1 – 5 (615)

Grading Scale:

A	Student work is exceptional. The Student has produced work far above Average and has fully followed assignment guide lines
B	Student work is very Good, has produced above Average work and has fully followed assignment guidelines
C	Student work is Average or is missing one or two assignment guide lines
*D	*Student work Below Average or is missing three to five assignment guide lines
F	Student work is Below Average and is missing five or more assignment guide lines

*"D's" can be given out for individual grades, but the passing grade in course is a "C-"

Date of Final Review: June 15, 2018

Estimated Homework Hours: 8

Estimated Technology Hours: 8

Topical Outline of the Course:

Please note: Changes to the course outline may be made at the discretion of the instructor to accommodate instructor and student needs. It is the student's responsibility to obtain information relating to any changes.

Week 1: Course Introduction, Attendance and Grading polices,
 Lecture/Demo: Drawing in Flash, Vector based and Raster Files, Shape Objects,
 Drawing Objects, Groups, Layers.

First Assignment (Two Parts):

First Part:

Using pencil and paper, draw a character in 3 point rotation (profile, $\frac{3}{4}$, frontal) and another drawing, a background, that the character will reside. Scan in both, save as a 72 ppi jpg, RGB mode, 1290 X 720 (two total, one of character rotation, one of the background).

- Character is in a proper 3pt rotation and on model.
- Background is in the correct aspect ratio and is in proper perspective and scale to character.
- Scans are of proper resolution and clean of grey areas.
 - See website for tutorial on scanning

Second Part:

Using Animate and all the methods learned in class, create artwork (1280 x 720) with the theme: "What I did on my summer Vacation".

Animate movie file show proper use of:

- Shapes
- Drawing objects
- Primitives
- Groups
- The use and renaming of multiple layers

Due Week 2

Week 2:

Character/Background assignment is due.

Lecture/Demo: Animate's paint features, Drawing Tools and Color, Deco tool, Symbols and Symbol Instances

Second Assignment:

Using methods learned in class so far, import your character and background jpgs in two separate files (1280 x 720). Trace each jpg, segmenting the character (Just the $\frac{3}{4}$ view) and background on different layers, and then convert each segment into symbols. Adjust the registration point on each symbol to reflect the rotation/pivot point.

- Objects are on separate layers
- Objects have been converted into symbols
- Symbols have proper registration points in pivot areas
- Over all interesting esthetic value, use of line quality and color

Due Week 3

Week 3:

Second Assignment is due

Demo on, simple animation using Classic Motion Tweening, animating along a motion guide, Easing in/out, Frame by Frame animation.

Third Assignment:

Using your traced Character and Background from the Second Assignment (no more than 150 frames total), animate using the following:

- Character is animated with background elements
- Classic Tweening
 - Use of ease in/out
 - Simple Movement
 - Rotation (wheel)
 - Rotation (pendulum)
 - Orbit (behind and in front)
 - All four instance color options
 - Classic Motion guide
 - Scale
 - Bouncing ball
- Frame by frame animation

- Distribute to Key Frames
- Traditional animation

Due Week 4

Week 4:

Third Assignment is due.

Demo on Animating using Motion Tweening, Split and Join Motion, Motion Guide, Easing in/out, Shape Tweening, Shape Hints,

Fourth Assignment

Using your traced Character and Background from the Second Assignment (no more than 200 frames total), animate using the following:

- Character is animated with background elements
- Motion Tweening
 - Use of ease in/out
 - Use of custom motion guide (pasted motion guide)
 - Use of Split motion
 - Orbit (behind and in front)
- Use of Shape Tween
- Use of Shape tween with hints
- Bouncing ball

Due Week 5

Week 5:

Fourth Assignment is due.

Demo on 3D Translation/Rotation Tools, MC vs Graphic symbols, Animated Symbols

Fifth Assignment

Walk Cycle:

- Character walk cycle is animated in a symbol time line with Bones
- Additional animated symbol using shape tweening
- Additional animated symbol using classic tweening
- Additional animated symbol using motion tweening
- Panning background shows proper use of 3D transformation options
- Animation is able to loop seamlessly and continuously.
- Extra Credit if you have a "Flock" of an animated symbol (doesn't have to be birds)

Due Week 7

Week 6:

Show Progress

Open Lab

Week 7:

Fifth Assignment is due.

Lip Sync, adding Stream Sound, Swap vs Nesting methods

Sixth Assignment

Lip Sync:

- Use a 10/11 Second Sound Clip
- Mouth shows use of either nested or swap method
- Proper use of streaming sound
- Character shows emotion/expression/gestures
- Character is in a waist shot
- Background elements help the animation

Due Week 9

Week 8:

Show Progress

Open Lab

Week 9:

Sixth Assignment is due.

Masking, Filters

Catch up (If needed)

Final Assignment:

- Animation is not less than 30 seconds
- Use of Masking

- Use of animated filters
- Use of Sound
- Proper Character lip sync
- Use of Classic tweening
- Use of Motion Tweening
- Use of Shape Tweening
- Use of Frame by frame animation
- Use of at least 4 scenes
- Use of animated symbols
- Use of 3D translation options
- Use of 3D rotation
- Overall esthetic value
- Overall interest
- Overall Character acting

Due Week 11

- Week 10: Open Lab
Final Exam (performance test)
Continue with final assignment
- Week 11: Final Assignment is Due.

Projects:

1. Student may use Character and Background from Second Assignment in any other assignment excluding Final Project

ATTENDANCE POLICY

- The Art Institute of Philadelphia is committed to learning-centered, hands-on instruction, which can only be accomplished when students attend class. There are no excused absences. The satisfactory explanation of an absence does not relieve the student from responsibility for the course work assigned and/or due during his/her absences. A student who does not attend class during the first week of school or starts late is still held responsible for his/her absences.
- A student who is absent for *three cumulative weeks** will be withdrawn from the course and will receive a Withdrawal (W) grade during weeks 1 through 9 of an 11 week term and a Withdrawal/Fail (W/F) grade after week 9 of an 11 week term for that course (after week 4 of a 5.5 week Mid-quarter ground term) unless the student submits an appeal to remain in class that is accepted by the instructor and department director/dean. A student is allowed only one appeal per class. In other words, if a student submits an appeal and it is approved, the next absence will initiate a non-appealable withdrawal from the course. The Attendance Appeal Request Form may be found in the Registrar's Office.
- It is your responsibility to stay in communication with your instructor about absences in order to stay current with assignments. **You are expected to spend the entire amount of scheduled class time in the classroom.** If you are dropped from the class and you have a documented mitigating circumstance, you may have the opportunity to appeal. It is your responsibility to ensure that your attendance in class is brought to the faculty member's attention if you arrive late.
- Students who are not marked present in any of their scheduled classes for fourteen (14) consecutive calendar days before the end of the ninth week of the 11 week term (week 4 of a 5.5 week Mid-quarter ground term), will be withdrawn from the Institute and will receive W's

(withdrawals, with no grade penalty), or if the withdrawal occurs after the end of the ninth week of an 11 week term (after week 4 of a 5.5 week Mid-quarter ground term) students will be withdrawn from the Institute and will receive WF's (Failures due to late withdrawal). Calendar days include days that the student does not have any scheduled class. All calendar days that the school is not in session (e.g., school closings and holidays) do not count in the fourteen (14) calendar days as well during the active term. Students who have been withdrawn due to violation of the consecutive absence policy, but are still in good academic standing, if otherwise eligible, will be able to return the following term through the normal readmissions process. Students who have been withdrawn and the withdrawal results in a violation of the satisfactory academic progress policy (SAPP) must follow the procedure for appealing the academic dismissal.

- Students are encouraged to make all schedule changes early in the first week of the quarter to minimize absences. Failure to sit in all classes during the first two weeks of school will result in termination from school for the quarter. Detailed information about scheduled adjustment periods can be found on the back of your official schedule or in the local Ai campus catalog.
- If you are going to miss class, regardless of the reason, you should notify your instructor. You are responsible for gathering any information from the missed class period in a timely manner.

Ai Unearned F (UF) Grade Definition

Unearned F Grade: students who failed the course AND did not complete the final assignments in the course. Final assignment includes, but is not limited to a final exam, final project, final paper, portfolio presentation, capstone project or any other assignment due in the last week of the course. If a student completed some or all of the other requirements in the course but did not complete the final assignment of the course and failed the course, the F grade will be considered unearned. An unearned F grade will be reflected as a "UF" grade on the transcript. The course's instructor will award this grade when appropriate.

ACADEMIC INTEGRITY POLICY

The Art Institute of Philadelphia recognizes that any form or degree of academic dishonesty challenges the principles of truth and honesty, which are among the cornerstones of the college. Consequently, the college treats academic dishonesty as a serious violation of academic trust. All students found to have engaged in such behavior will be penalized.

Acts of academic dishonesty include but are not limited to the following:

1. The illegitimate use of materials in any form during a quiz or examination.
2. Copying answers from the quiz and/or examination of another student.
3. Plagiarizing or falsifying materials or information used in the completion of any assignment.
4. Obtaining or otherwise improperly securing an examination paper prior to the time and date for the administration of the examination.
5. It is presumed that material submitted by a student for an assignment is original to that assignment and therefore submitting the same work for more than one course without the consent of the instructors of each course in which the work is submitted is considered dishonest.

6. Intentionally interfering with any student's scholastic work, for example, by damaging or stealing their intellectual property, computer files, project, etc.
7. Stealing and submission of another student's work as your own.
8. Aiding or abetting any of the above.

The Art Institute will impose the following sanctions when a student is found to have committed any of the above infractions:

1st offense = failure of class
2nd offense = suspension for two (2) quarters
3rd offense = expulsion

Any students found cheating/plagiarizing on their final senior portfolio will be expelled from the college and will not receive their degree.

A faculty member who believes a student has committed academic dishonesty will contact the Director of Student Services and will also file an incident report with the Director of Student Services. The Director of Student Services will contact the student and will meet with the student and the faculty member prior to the next scheduled class session. If it is determined that the student did indeed commit academic dishonesty, the Director of Student Services will inform the student of the penalty. Records of academic dishonesty will be held by the Director of Student Services.

STUDENT DISABILITY SERVICES

The Art Institute of Philadelphia provides accommodations to qualified students with disabilities. The Student Services office assists qualified students with disabilities in acquiring reasonable and appropriate accommodations and in supporting equal access to services, programs and activities at The Art Institute of Philadelphia.

STUDENT ACCOMMODATIONS POLICY

If you are a student who has a need for a reasonable accommodation based on a documented disability, please contact the instructor privately either before or after class to discuss the accommodation. This request ideally should be made prior to the seating of the second class of the quarter. In order to receive a reasonable accommodation, you must have the appropriate documentation on file with the Student Services Office. Students can contact Lisa Stankiewicz at lstankiewicz@aii.edu or 215-405-6424.

EQUAL EDUCATION OPPORTUNITY POLICY

The Art Institute of Philadelphia does not discriminate on the basis of race, color, national origin, sex, gender, sexual orientation, disability, age, religion, genetic marker, or any other characteristic protected by state, local or federal law, in our programs and activities.

CELL PHONE/ELECTRONIC DEVICE POLICY

- Cell phones, ipods, and other electronic devices are not to be used in the classroom.
- Cell phones are not to be used in the library.

- All electronic devices should be muted or turned off prior to class and stored in a location other than the desk top.
- Cell phones are typically not to be used in hallways. Loud and disruptive use of cell phones in hallways will be addressed.
- Emergency use of cell phones is by instructor discretion.
- Students may use cell phones in stairwells and outside of buildings.

Penalties for use of electronic devices:

1st offense: Warning given by instructor

2nd offense: Removal from class for 1 day and attendance penalty. Student will be sent to Director of Student Services' office.

3rd offense: Probation and permanent removal from class.