

Computer Animation I

Course Information

Course Number/Section ATCM 3305.003
Course Title Computer Animation I
Term Spring 2021
Meeting Time Thurs 1:00 – 3:45pm

Professor Contact Information

Professor Bryon Caldwell
Office Phone Message on Teams
Other Phone NA
Email Address bac190003@utdallas.edu
Office Location NA
Online Office Hours By appointment via Teams
Other Information NA

Course Modality and Expectations

Instructional Mode	This will be a Remote Course. You can look up information on the modality of this course below: https://covid.utdallas.edu/students-families-info/spring-2021-registration/
Course Platform	This course will be using MS Teams for online live lectures. MS Streams will be used to post videos for homework and lecture recordings. eLearning will be used to post homework and project materials as well as grades for such assignments. Box will be used to submit check in files and final submissions.
Expectations	Students are expected to: <ul style="list-style-type: none">• Attend lectures at scheduled times when possible. (Strongly recommended – if not able to attend see asynchronous guidelines below)• Adhere to scheduled due dates for assignments.• Communicate with me via email or MS Teams if any complications arise.
Asynchronous Learning Guidelines	If choosing asynchronous, follow these guidelines: <ul style="list-style-type: none">• If not able to attend live lectures, watch recorded lectures posted to Vimeo, Box or MS Streams. Be sure to view the lectures the week they are posted in order to keep up with the course material.• Adhere to scheduled due dates for assignments. Your project will be critiqued and receive feedback during live sessions whether you attend the lecture or not.• If you would like further feedback, you are expected to set up appointments with me via MS Teams.• Communicate with me via email or MS Teams if any complications arise.• https://covid.utdallas.edu/response/faq/#asynchronous

COVID-19 Guidelines and Resources

The information contained in the following link lists the University's COVID-19 resources for students and instructors of record.

Please see <http://go.utdallas.edu/syllabus-policies>.

(For hybrid/blended course only) This course does not meet in person or on campus.
Classroom Conduct Requirements Related to COVID-19

UT Dallas requires that all students must wear a face covering that covers the nose and mouth in all university buildings and classrooms. To help protect the health and safety of students, instructors, and the University community, students who choose not to wear a face covering may not attend class in person but may attend a course remotely. Anyone attending class in person without a face covering will be asked to put one on or leave. Instructors may end the class if anyone present refuses to appropriately wear a face covering for the duration of class. Students should also be sure they are at least six feet away from their fellow students and faculty, and seated in a seat that is designated to ensure that distance. Students who either refuse to wear face coverings appropriately or to adhere to other social distancing protocols may face disciplinary action for [Student Code of Conduct](#) violations. Students who are unable to comply with the university policies including wearing a face covering should consult the [Comets United](#) webpage for further instructions.

Students who have tested positive for COVID-19 or may have been exposed should not attend class in person and should instead follow required disclosure notifications as posted on the university's website (see "[What should I do if I become sick?](#)" webpage)

(For hybrid/blended course only) This course does not meet in person or on campus.
Class Attendance

The University's attendance policy requirement is that individual faculty set their course attendance requirements. Regular and punctual class attendance is expected regardless of modality. Students who fail to attend class regularly are inviting scholastic difficulty. In some courses, instructors may have special attendance requirements; these should be made known to students during the first week of classes. These attendance requirements will not be used as part of grading (see Class Participation below for grading information).

In-person participation records may be used to assist the University or local public health authorities in performing COVID-19 occurrence monitoring. Please note – in-person attendance requires consistently adhering to University requirements, including wearing a face covering and other public safety requirements related to COVID-19, as presented in this syllabus. Failure to comply with these University requirements is a violation of the [Student Code of Conduct](#).

Class Participation

This course heavily depends on online demonstration and lectures; therefore, students who fail to attend online lectures or watch the posted lectures regularly are inviting scholastic difficulty. Missing class will not directly impact your grade, however missing class content will indirectly impact your grade as you will miss out on key concepts and/or announcements. You do so at your own risk.

If you miss a class period on the same day as a project check-in, please upload your project to the designated Progress Check-In folder and email your Instructor, otherwise you will not receive credit. Only videos will be accepted (NO PROJECT FILES).

Class Recordings

Students are expected to follow appropriate University policies and maintain the security of passwords used to access recorded lectures. Unless the Office of Student AccessAbility has approved the student to record the instruction, students are expressly prohibited from recording any part of this course. Recordings may not be published, reproduced, or shared with those not in the class, or uploaded to other online environments except to implement an approved Office of Student AccessAbility accommodation. Failure to comply with these University requirements is a violation of the [Student Code of Conduct](#).

The instructor may record meetings of this course. Any recordings will be available to all students registered for this class as they are intended to supplement the classroom experience. Students are expected to follow appropriate University policies and maintain the security of passwords used to access recorded lectures. Unless the Office of Student AccessAbility has approved the student to record the instruction, students are expressly prohibited from recording any part of this course. Recordings may not be published, reproduced, or shared with those not in the class, or uploaded to other online environments except to implement an approved Office of Student AccessAbility accommodation. If the instructor or a UTD school/department/office plans any other uses for the recordings, consent of the students identifiable in the recordings is required prior to such use unless an exception is allowed by law. Failure to comply with these University requirements is a violation of the [Student Code of Conduct](#).

Class Materials

The Instructor may provide class materials that will be made available to all students registered for this class as they are intended to supplement the classroom experience. These materials may be downloaded during the course, however, these materials are for registered students' use only. Classroom materials may not be reproduced or shared with those not in class, or uploaded to other online environments except to implement an approved Office of Student AccessAbility accommodation. Failure to comply with these University requirements is a violation of the [Student Code of Conduct](#).

Course Pre-requisites, Co-requisites, and/or Other Restrictions

- Students must have completed the ATCM 2305 or ATCM 2365 courses
- Access to high speed internet
- Access to Hardware (Mac or PC)/remote access to lab computers that can run the following **required** software:
 - Maya
 - Adobe Media Encoder (optional)
 - Microsoft Teams
 - Microsoft Streams

Course Description

This course focuses on applications of the principles of animation. Students learn to create expressive motions through the production of 3D key-frame animations.

Student Learning Objectives/Outcomes

Through the successful completion of this course you will:

- Establish an understanding of the basic principles of animation

- Develop a new set of vocabulary of terms and concepts related to animation as an art form
- Begin to establish a basic animation workflow
- Continue to develop the ability to offer informed and constructive, technical and aesthetic critiques of the work of peers and of self
- Develop a practical understanding of the specific computers and software used in the course

Students will be able to apply the twelve principles of animation to animate a bipedal character believably. They will also be able to apply these principles to any character or object to give it character and believable movement.

Required Textbooks and Materials

Required Materials

- Headphones or Speakers
- Microphone
- Notepad/Paper for taking notes

Suggested Course Books

- Drawn to Life: Volume 1 by Walt Stanchfield
- Drawn to Life: Volume 2 by Walt Stanchfield
- The Illusion of Life: Disney Animation by Frank Thomas & Ollie Johnston
- The Animator's Survival Kit by Richard Williams

Textbooks and some other bookstore materials can be ordered online or purchased at the [UT Dallas Bookstore](#).

Technical Requirements

In addition to a confident level of computer and Internet literacy, certain minimum technical requirements must be met to enable a successful learning experience. Please review the important technical requirements on the [Getting Started with eLearning](#) webpage.

Course Access and Navigation

This course can be accessed using your UT Dallas NetID account on the [eLearning](#) website.

Please see the course access and navigation section of the [Getting Started with eLearning](#) webpage for more information.

To become familiar with the eLearning tool, please see the [Student eLearning Tutorials](#) webpage.

UT Dallas provides eLearning technical support 24 hours a day, 7 days a week. The [eLearning Support Center](#) includes a toll-free telephone number for immediate assistance (1-866-588-3192), email request service, and an online chat service.

Communication

This course utilizes online tools for interaction and communication. Some external communication tools such as regular email and a web conferencing tool may also be used during the semester. For more details, please visit the [Student eLearning Tutorials](#) webpage for video demonstrations on eLearning tools.

Student emails and discussion board messages will be answered within 3 working days under normal circumstances.

Distance Learning Student Resources

Online students have access to resources including the McDermott Library, Academic Advising, The Office of Student AccessAbility, and many others. Please see the [eLearning Current Students](#) webpage for more information.

Server Unavailability or Other Technical Difficulties

The University is committed to providing a reliable learning management system to all users. However, in the event of any unexpected server outage or any unusual technical difficulty which prevents students from completing a time sensitive assessment activity, the instructor will provide an appropriate accommodation based on the situation. Students should immediately report any problems to the instructor and also contact the online [eLearning Help Desk](#). The instructor and the eLearning Help Desk will work with the student to resolve any issues at the earliest possible time.

Academic Calendar

WEEK/ DATES	TOPIC/LECTURE	ASSESSMENT / ACTIVITY	DUE
Jan 19 Week 1	Introduction to Animation: History and Basic Principles	o Short Assignment: Graph Editor o Animation Assignment 1: Bouncing Ball	
Jan 26 Week 2	Posing: Staging	o Review Animation Assignment 1: Bouncing Ball o Pose Assignment 1: Character Pose (Sadness)	Short Assignment: Graph Editor Due
Feb 2 Week 3	Timing & Spacing	o Animation Assignment 2: 3 Ball Bounce o Short Assignment 2: Ramp	o Animation Assignment 1: Bouncing Ball Due o Pose Assignment 1: Character Pose Due
Feb 9 Week 4	Posing: Solid Drawing	o Pose Assignment 2: Character Pose (Fear) o Review Animation Assignment 2: 3 Ball Bounce	o Short Assignment 2: Ramp Due
Feb 16 Week 5	Squash & Stretch/Anticipation	o Assignment 3: Ball Obstacle Course o Short Assignment 3: Squash and Stretch Bounce Loop o Short Assignment 4: Half Pipe	o Animation Assignment 2: 3 Ball Bounce Due o Pose Assignment 2: Character Pose Due
Feb 23 Week 6	Posing: Appeal	o Review Animation Assignment 3: Ball Obstacle Course o Pose Assignment 3: Character Pose (Surprise)	o Short Assignment 3: Squash and Stretch Bounce Loop Due o Short Assignment 4: Half Pipe Due

WEEK/ DATES	TOPIC/LECTURE	ASSESSMENT / ACTIVITY	DUE
Mar 2 Week 7	Overlap	<ul style="list-style-type: none"> o Assignment 4: Squirrel Ball Obstacle Course o Short Assignment 5: Pendulum o Short Assignment 6: Squirrel Jump 	<ul style="list-style-type: none"> o Animation Assignment 3: Ball Obstacle Course Due o Pose Assignment 3: Character Pose Due
Mar 9 Week 8	Posing: Exaggeration	<ul style="list-style-type: none"> o Review Animation Assignment 4: Squirrel Ball Obstacle Course o Pose Assignment 4: Character Pose (Anger) 	<ul style="list-style-type: none"> Short Assignment 5: Pendulum Due o Short Assignment 6: Squirrel Jump
Mar 15-19	SPRING BREAK		
Mar 23 Week 9	Arcs & Path of Action	<ul style="list-style-type: none"> o Animation Assignment 5: Peg Jump o Short Assignment 7: Peg Jump In Place 	<ul style="list-style-type: none"> o Animation Assignment 4: Squirrel Due o Pose Assignment 4: Character Pose Due
Mar 30 Week 10	No Lecture	<ul style="list-style-type: none"> o Review Animation Assignment 5: Peg Jump o Pose Assignment 5: Character Pose (Joy) 	<ul style="list-style-type: none"> o Short Assignment 7: Peg Jump In Place Due
Apr 6 Week 11	Walk Cycle Part 1	<ul style="list-style-type: none"> o Animation Assignment 6: Walk Cycle o Pose Assignment 6: Character Pose (Discomfort) 	<ul style="list-style-type: none"> o Animation Assignment 5: Peg Jump Due o Pose Assignment 5: Character Pose Due
Apr 13 Week 12	Walk Cycle Part 2	<ul style="list-style-type: none"> o Review Animation Assignment 6: Walk Cycle Final Pass 	<ul style="list-style-type: none"> o Pose Assignment 6: Character Pose Due o Review Animation Assignment 6: Walk Cycle Blocking due for REVIEW
Apr 20 Week 13	Character Walk Cycle Part 1	<ul style="list-style-type: none"> o Animation Assignment 7: Character Walk Blocking 	<ul style="list-style-type: none"> o Animation Assignment 6: Walk Cycle Due
Apr 27 Week 14	Character Walk Cycle Part 2	<ul style="list-style-type: none"> o Animation Assignment 7: Character Walk Cycle o Final Demo Reel 	<ul style="list-style-type: none"> o Animation Assignment 7: Character Walk Cycle due for REVIEW
May 4 Week 15	No Lecture		<ul style="list-style-type: none"> o Animation Assignment 7: Character Walk Cycle Due o Final Demo Reel

Proctored Final Exam Procedures

If your course has a proctored exam requirement, please see the [UTD Testing Center](#) webpage and [Distance Learning Proctored Exams](#) webpage to make arrangements.

Grading Policy

You must demonstrate satisfactory achievement of course objectives through fulfillment of course assignments and by contributing to class discussions and critiques. Course assignments will require you to use software and equipment available remotely through the ATEC computer labs. **I will not round final grade up or down.** Course evaluation will be based upon the following:

Percentages Required for Grade:

- A 94 - 100
- 90 - 93
- B+ 88 - 89
- B 84 - 87
- 80 - 83
- C+ 78 - 79
- C 74 - 77
- 70 - 73
- D+ 68 - 69
- D 64 - 67
- 60 - 63
- F Below 60 is failing

Assignment Point Values:

- Animation Assignment: Total 135 points
- Bouncing Ball: 10 pts
- 3 Ball Bounce: 10 pts
- Ball with personality: 15 pts
- Squirrel Ball Obstacle Course: 20 pts
- Peg Jump: 20 pts
- Walk Cycle: 30
- Character Walk Cycle: 30 pts
- Short Animation Assignments: 5 Points each (Total 35 Points)
- Character Poses: 5 points each (Total 30 points)

Total: 200 points

Late Work

Late assignments will not be accepted in this class, meaning all late assignments will be logged as a 0%. Assignments should be turned in before the start of class in order to not be considered late. If you plan to use campus materials to turn in assignments, please show up early before the start of class so that your work does not get counted late.

Being absent (excused or unexcused) does not change the due date of an assignment. Always assume the assignment is due on the date specified on the syllabus, unless I explicitly tell you otherwise.

Special Assignments

No Special Assignments

Class Participation

- Mute mic until you have a question. You can use the “raise hand” button in the Teams to signal the professor
- Do not talk when others (the instructor, guests, and fellow students) are talking.
- Participate in critique sessions and class discussions. You can learn a great deal from critique on other students' work as well your own.

While the instructor or a guest is lecturing or demonstrating, you should be listening to the lecture or observing the demonstration, *and taking notes*.

Comet Creed

This creed was voted on by the UT Dallas student body in 2014. It is a standard that Comets choose to live by and encourage others to do the same:

“As a Comet, I pledge honesty, integrity, and service in all that I do.”

Academic Support Resources

The information contained in the following link lists the University’s academic support resources for all students.

Please go to [Academic Support Resources](#) webpage for these policies.

UT Dallas Syllabus Policies and Procedures

The information contained in the following link constitutes the University’s policies and procedures segment of the course syllabus.

Please go to [UT Dallas Syllabus Policies](#) webpage for these policies.

The descriptions and timelines contained in this syllabus are subject to change at the discretion of the Professor.