

ANGM 3320.001: Stop Motion I Course Syllabus

Class: ANGM 3320
Term: Summer 2025
When: Mondays and Wednesdays @ 1:00pm -4:30pm
Where: ATC 2.101
How: Traditional In-Class Instruction

Instructor: Monika Salter
Email: Monika.Salter@utdallas.edu
Office Hrs: By appointment only – please email!

COURSE DESCRIPTION

This course offers an exploration of stop frame animation including techniques and principles utilized in this unique animation style and its various types and processes. Sections may be devoted to a single form of stop frame animation or to a variety of subjections in the field.

STUDENT LEARNING OBJECTIVES / OUTCOMES

- Students will learn the fundamental Animation Principles within the stop motion medium and practice these principles in class and during their homework assignments.
 - Students will analyze and critique submitted assignments to better understand how the principles are utilized and put into practice.
 - Students will learn the basics of character armature creation and manipulation and practice these techniques in practice session as well as at home for final assignment submission.
 - Students will learn to create and critique Live Action Reference (LAV) both in class and at home for review and reference.
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ONLINE MATERIALS, APPS & E-LEARNING

File Organization and Homework Submissions: eLearning and Box

- Students will need to access eLearning and UTD's Box to access assignment information and submit homework.
- Please check eLearning weekly for updates and class announcements

Technical Issues

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. ATEC provides Technical Support via atec.io and atec_tech@utdallas.edu. 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 appropriate accommodation based on the situation. Students should immediately report any problems to the instructor and 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.

REQUIRED COURSE PURCHASES

Average Purchase Cost for the Course: \$30-\$50

- **Stop Motion Studio Pro - Apple and Android - \$5.99**
This is the app we will be using for the entirety of this course.
Must be purchased before Day 2, downloaded, and ready to use.
Available on both Apple and Android Platforms – *Not for Windows*
 - **Working digital camera Phone** – Bring Your Own
 - **Camera Clicker:** Purchased from Professor -\$5
 - **Tripod:** May be borrowed from Tech Resources Window or Bring your Own (Amazon \$10-\$25)
 - **Portable light source:** portable desk lamp, USB lamp, etc. – Bring Your Own (\$10-\$25)
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GRADING POLICY

Students must demonstrate satisfactory achievement of course objectives through fulfillment of course assignments and by contributing to class discussions and exercises. Grades and instructor feedback will be presented via eLearning. Coursework evaluation will be based upon the following.

Assignment Points:

1	App Test Upload	4
2	Timing and Spacing: Penny Slides and Penny Rolls	8
3	Ease In/Ease Out: Car Animations Slow and Fast	8
4	Arcs: Ticking Clock and Bucket Swing	8
5	Anticipation and Overlapping Action: Bean Animation Fast and Slow	8
6	3 Shape Replacement or Morphing	8
7	Arcs and Weight: Three Bouncing Balls of Different Weights	10
8	Character Template: Full Sized two Orthographic Views	8
9	Completed Puppet: Armature, Flesh and Skin	16
10	Eyes and Faces: Expressions through three emotions	8
11	Cinematography Shots: Two puppet shots with emotional range	14

ALL Assignments are due to the Designated BOX folder prior to the NEXT CLASS TIME in the schedule.

Late Assignments

Adherence to deadlines is expected. It is your individual responsibility to keep track of the goals and deadlines and to present the work to the instructor and the class on the specified dates in the syllabus.

Late assignments are not accepted.

Week	Monday Class	Monday Homework	Wednesday Class	Wednesday Homework
Week 01	Syllabus Review Expectations What is Stop Motion Lecture		Basics Of Character Design Lecture	In Class Exercise: Drawing Exercises and Critiques
	Home Setup Ideas Stop Motion Pro App	<u>Assignment #1:</u> App Purchase, BOX download and Upload	Animation Principles: Timing and Spacing	<u>Assignment #2:</u> Penny Slide Slow and Fast Penny Roll Slow and Fast
Week 02	Creating Better LAV Developing Your Characters through Actions	In Class Exercise: Paired Actions from the BOX	Life Drawing for Animation Quick Poses and Line of Action	In Class Exercise: 5-, 10-, and 15-minute drawings
	Ease IN/Ease Out and Spacing	<u>Assignment #3:</u> Car Animation Start, Stop, Start Slow and Fast	Steady Even Arcs	<u>Assignment #4:</u> Ticking clock Bucket Swing
Week 03	LAV Silhouette and Posing Practice	In Class Exercise: LAV Scenarios from the BOX	Replacement Animation and Morphing	<u>Assignment #6:</u> 3 form Morphing
	Overlapping action Anticipation	<u>Assignment #5:</u> Bean Animation: Go, Stop, Go Fast and Slow	Squash and Stretch with Arcs	<u>Assignment #7:</u> Three ball bounces: losing momentum Heavy, medium and Light
Week 04	How to Build a Puppet Demo	<u>Assignment #8:</u> TWO Full Sized Puppet Orthographic Drawings with bones	Armature Building 1	In class Workshop FULL DAY
	What's a rig and how to use it?	Determining Rig Points	Armature Building 2	Assignment #9: Bring Completed Puppet to class next week

Week 5	Staging and Posing Demo	In Class Exercise: 5 Emotion Poses to Camera	Sets and Prop Creation Demo	In Class Exercise: Build A Prop to Use in your Shots
	All About Eyes, Blinks and Expression	Assignment #10: Morphing 3 Expressions from Flat	Cinematography Basics	Assignment #11: Shoot two cinematic Puppet Shots with emotion and blinks!

CLASS SCHEDULE *is subject to change, if the instructor deems necessary*

COURSE & INSTRUCTOR POLICIES

Class Participation and Attendance

- Your success in this course is directly tied to your participation in this class, as it includes engaging in mentored practice or other activities during class that solicit your feedback on homework assignments, readings, or materials covered.
- Class participation is documented by faculty.** Successful participation is defined as consistently adhering to university requirements, as presented in this syllabus. Failure to comply with these University requirements is a violation of the [Student Code of Conduct](#).

Communication Expectations

For syllabus, course requirements or grade and assignment clarifications, **please reach out to me via email. Include your name AND the course you are attending.** I have over 300 students during some semesters and can't always know which person is attending which class and some students attend more than one of your courses in a semester.

The instructor will try to respond to all pertinent emails within 48 hours. Within 24 hours of class, you may not get a response.

Preferred email subject line:

- Section - broad topic
- Example: 2303.001 - shotgun asset question

UT DALLAS SYLLABUS POLICIES & PROCEDURES

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

ACADEMIC SUPPORT RESOURCES

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

COVID-19 GUIDELINES & RESOURCES

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

DISTANCE LEARNING 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.