

ANGM 6318: Special Topics in Stop Motion Animation

Course Information

Course Number/Section ANGM 6318.001
Course Title Special Topics in Animation: Stop Motion
Term Spring 2026

Professor Contact Information

Professor Monika Salter
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Online Office Hours by Appointment Only via MS Teams

Course Modality and Expectations

Instructional Mode	Traditional In Person Teaching Traditional in-person classroom instruction
Course Platform	Please review <i>supply sheet for everything you will need for the course</i>
Asynchronous Learning	No asynchronous options are available

Class Participation

Regular class participation is expected regardless of course modality. Students who fail to participate in class regularly are inviting scholastic difficulty. A portion of the grade for this course is directly tied to your participation in this class. It also includes engaging in group or other activities during class that solicit your feedback on homework assignments, readings, or materials covered in the lectures (and/or labs). 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](#).

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to record the instruction, **students are expressly prohibited from recording any part of this course.** Recordings may not be published, reproduced, or shared with those not in the class, or uploaded to other online environments except to implement an approved Office of Student AccessAbility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

Required Purchases for Course

Puppet Maker Kit (provided by Instructor) - \$20

Stop Motion Pro App (phone or laptop) - \$5.99

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 Description

The goal of this class is to give students instruction and experience in creating Stop Motion animations using their own puppets. Puppet creation process will include sculpting their own puppet head for facial and lip sync animation, sculpting additional facial parts in physical sculpting materials, as well as possible mold making, tailoring, etc. The goal of the course is to empower students to make their own puppet creations to support their Stop Motion stories and films.

Student Learning Objectives/Outcomes

- Students will learn to design a unique character head with replacement facial features for expression and lip sync animations.
 - Students will learn basic stop motion animation principles to showcase in their assignments.
 - Students will learn basic cinematography to create clean sets and more dynamic shots.
 - Students will learn basic sculpting skills for parts creation of their character designs.
 - Students will participate in weekly critiques and brainstorming sessions to support improvement in their creative works.
 - Students will design and build a multi-part puppet head, mouth shapes, eyes and brows.
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Technical Requirements

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

Also, please review the *Platform and Software Worksheet* at the end of the syllabus for software access requirements.

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 in a timely fashion as each professor has his or her own schedule.

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 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.

This course consists of TWO assignments each week

One of a Maker assignment and one of an Animation assignment.

Weekly Breakdown Structure

Class Day Learning	Maker Assignment Due Tuesdays	Animation Assignment Due Thursdays
<p>Week 1</p> <p>Course Syllabus Review Software Choices and Home Animation Setup</p> <p>Improv Exercise: Strong Posing</p>	<p>Sort out Home Setups & Sketch Initial Head Ideas</p> <p>Head sketches of 3 DIFFERENT animal's heads. Think about proportional exaggerations and interesting shapes</p>	<p>Watch and Learn: Animator's Survival Kit Starting Right Masterclass #1</p> <p>3 Strong Character Poses using BOTH characters in Connection Clean Backgrounds and Quality Photos</p>
<p>Week 2</p> <p>Character Facial Animation: Designing for Expressions with Expression Sheets</p>	<p>Character Head Designs and Facial Expressions</p> <p>For each head design, create 3 Facial Expressions</p> <p>PRINT single sheet for class critique</p>	<p>Watch and Learn: Animator's Survival Kit Timing and Spacing Masterclass #2</p> <p>Animation Practice: One puppet watching a bouncing ball off-screen. Waist Up only shots</p>
<p>Week 3</p> <p>In-Class Design Critiques Expressions Review</p> <p>Animation Assignment review</p> <p>Improv Exercise: Creating Choices</p>	<p>Character Head Final and Expression Refinement</p> <p>Choose your best character and complete a full Expression set Minimum of 12 shapes</p> <p>PRINT single sheet for class critiques</p>	<p>Watch and Learn: Animator's Survival Kit More Timing More Spacing Masterclass #4</p> <p>Animation Practice: Two puppets watching a tennis match off- screen together with reactions. Waist Up only shots</p>
<p>Week 4</p> <p>Working with foam clay Basic sculpting practices and tools</p> <p>Animation Assignment review</p> <p>Improv Exercise: Spontaneous Reactions</p>	<p>Complete Final Head Design Front and Side views TO SCALE No larger than 2 x 1.5</p> <p>Complete facial Expression Set which includes drawings for EACH replacement shape TO SCALE</p>	<p>Watch and Learn: Animator's Survival Kit Overlapping Action and Weight #9 Anticipation and Accents: Masterclass #12</p> <p>Animation Practice: Using both sticky bones puppets, animate a “jump scare” of one puppet to the other, waist up only shots.</p>

<p>Week 5</p> <p>Final Head Design and Expression Set Review</p> <p>Animation Assignment review</p> <p>Improv Exercise: Monologuing</p>	<p>Head Sculpting Week</p> <p>Head sculpting completed with magnet holes and solid animation stand solutions, ready for expression replacement molding and connecting</p>	<p>Watch and Learn: Animator's Survival Kit Directing and Performing Masterclass #15</p> <p>Animation Practice: Performance Part 1: Using a single sticky bones character, animate a low energy emotional reaction shot. Use the whole body.</p>
<p>Week 6</p> <p>In-Class Sculpting continues</p> <p>Animation Assignment review</p> <p>Improv Exercise: Yes, and...</p>	<p>Expression Sculpting Part 1</p> <p>4 Replacement sculpts completed with marching magnet holes, ready for expression replacement testing</p>	<p>Watch and Learn: Animator's Survival Kit Putting it All Together Masterclass #16</p> <p>Animation Practice: Performance Part 2: Using both sticky bones characters, animate a low energy full-body action scene. Chatting, waiting, watching something, etc. Use the whole body.</p>
<p>Week 7</p> <p>In-Class Sculpting continues</p> <p>Animation Assignment review</p> <p>Improv Exercise: Emotional Displays</p>	<p>Expression Sculpting Part 2</p> <p>4 Replacement sculpts completed, ready for facial replacement testing</p>	<p>Animation Practice: Performance Part 3: Using both sticky bones puppets, animate a high emotion interaction. Celebrating, arguing, horrified, etc.</p>
<p>Week 8</p> <p>In-Class Sculpting continues</p> <p>Animation Assignment review New Assignment Introduced</p> <p>Improv Exercise: Action and Reaction</p>	<p>Expression Sculpting Part 3</p> <p>Final 4 Replacement sculpts completed, ready for facial replacement testing</p>	<p>Animation Practice: Performance Part 4: Using one sticky bones character, animate a high energy full-body action such as a Karate kick, golf swing, baseball swing</p>
SPRING BREAK		
<p>Week 9</p> <p>In-Class Cleanup Process Plan</p> <p>Animation Assignment review New Assignment Introduced</p>	<p>Puppet Finalizing: Sanding, Prepping and Finishing Sanding, Prepping and Finishing all replacements parts and accessories</p>	<p>Animation Practice: Performance Part 5 Using both sticky bones characters, animate a high energy full-body action scene: Fight, reunion, carrying something together (cake, glass, etc.)</p>

<p>Week 10</p> <p>How to Prep Shots and work with multiple Animators in a single sequence</p>	<p>No Maker Assignment This week</p>	<p>Watch and Learn: Animator's Survival Kit Dialogue 1: Masterclass #13</p> <p>One Puppet Dialogue Practice Using a given sound bite OR a clip from a web, create an animated dialogue piece that uses the cutout mouth shapes provided. 10-15 seconds ONLY.</p>
<p>Week 11</p> <p>Animation Assignment review New Assignment Introduced</p>	<p>No Maker Assignment This week</p>	<p>Watch and Learn: Animator's Survival Kit Dialogue 2 Masterclass #14</p> <p>Two Puppet Dialogue Practice Using a given sound bite OR a clip from a web, create an animated dialogue piece that uses the cutout mouth shapes provided. 10-15 seconds ONLY.</p>
<p>Week 12</p> <p>Animation Assignment review</p>	<p>Dueling Animation Prep Choose, organize and plan shot a film sequence. Multiple shots must be used. Submit shot breakdown structure for next week</p>	<p>Solo Animation Dialogue Using a pre-recorded dialogue sound bit, animate the full dialogue piece in a single shot</p>
<p>Week 13</p> <p>Shot Breakdown Structure Review Animation Assignment review</p>	<p>Complete Updates to Shot Breakdown Structure and re-submit to BOX for Final</p>	<p>Dialogue with Animation Pairs Work with another animator to complete a 2-part dialogue scene of your choice or from the sound bite selections</p>
<p>Week 14</p> <p>Animation Assignment review</p>	<p>No Maker Assignment This week</p>	<p>Dialogue with Animation Pairs Continued Work with another animator to complete a 2-part dialogue scene of your choice or from the sound bite selections</p>

Grading Policy

Course Points

Watching Ball - Single	2
Tennis Match - Double	4
Jump Scare - Double	4
Performance Animation 01	4
Performance Animation 02	6
Performance Animation 03	6
Performance Animation 04	4
Performance Animation 05	6
Final Puppet Design and Creation	25
Cutout Dialogue - Single	6
Cutout Dialogue - Double	8
Puppet Solo Dialogue Final	10
Puppet Team Dialogue Final	15
TOTAL COURSE POINTS	100

Grading Scale

A+	97-100	B+	87-89	C+	77-79	D+	67-69	F	00-59
A	94-96	B	84-86	C	74-76	D	64-66		
A-	90-93	B-	80-83	C-	70-73	D-	60-63		

Late Work

Late work is not accepted. The key to success in this course is communication. It is your responsibility to correspond via UT Dallas email any absences and issues that might occur. Private email accounts outside of UT Dallas email accounts cannot be used for course communication, due to FERPA regulations.

Comet Creed

This creed was voted on by the UT Dallas student body in 2014. It is 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 Professors.