COURSE OUTLINE

Treaty Land Acknowledgement

We acknowledge that Swan Valley Regional Secondary School is on Treaty 4 Territory, signed on September 15th, 1874. It is the traditional land of the Cree and Saulteaux peoples and the homeland of the Red River Metis. In the spirit of reconciliation and collaboration, we are committed to move forward in partnership with Indigenous Nations with honor and respect.

Course Information

Course:

9208 – Fundamentals of Animation 30S (MPFUA30S)

Course Hours:

110

Course Description:

This course allows students to explore the principles of animation, character animation, 2D rigging, cut-out animation, digital animation, and walk cycles.

Course Delivery Methods:

- Classroom
- Microsoft Teams

Course Format:

The supporting course content will be provided to you through Microsoft Teams. It is where you will access all the modules and assignments.

- **Teaching Methods:**
  - Lectures
  - Tutorials
  - Demonstrations
  - Videos

- **Learning Activities:**
  - Hands-on exercises
  - Individual assignments
  - Self-driven creative projects

Instructor Information

Instructor: Brandon Hodge
Email: bhodge@svsd.ca
Office Phone: 204-734-7934
Office Location: Room 117
Office Hours: 8:45 a.m. – 11:55 a.m., 12:55 p.m. – 4:00 p.m. Monday to Friday

Student Readiness

Technology & Equipment Readiness:

- **Computer:** Windows 11 PC (provided)
- **Software:**
  - Adobe Creative Cloud (provided)
  - Microsoft Teams (provided)
- **Internet:** High speed connection (provided)
- **Drawing Tablet:** Huion Inspiroy H640P (provided)
- **Headphones:** Superlux HD681 Evo (provided)
- **Media Storage:**
  - Cloud storage (provided through student email)
  - Flash drive (not provided)

Student Commitments:

- **Class contact time:** Five blocks per week.
- **Online commitments:** Submit all assignments and exercises through Microsoft Teams.
- **Digital Sketchbook:** You are expected to submit one digital sketch every second week. More information about this semester-long assignment will be available on Teams.
- **Complete all assignments:** You are expected to complete all assigned summative projects in this course, aiming to achieve at least a 70% average. A minimum of 50% must be achieved in order to get the high school credit.

Contact Times:

Weekly attendance: You are expected to be present in Room 117 for the full duration of class time during your respective block on all school days. Attendance will be called five minutes after the bell, or immediately after the second bell if you are in block one or block four. If you are not present when attendance is called, you will be marked **truant.** If you arrive any time after attendance is called, you will be marked **late.** There are no exceptions as per school guidelines. Some days the class will take place in the Cultural Arts Theatre, on those days we will still meet in room 117 for attendance before walking down to the theatre space.

Course Resources:

References:

> *The Animator's Survival Kit*
> Richard Williams (Faber & Faber, 2001)
> ISBN: 0-571-20228-4
>
> *The Illusion of Life: Disney Animation*
> Frank Thomas and Ollie Johnston (Walt Disney Productions, 1981)
> ISBN: 0-786-86070-7
>
> *Timing for Animation: Second Edition*
> Harold Whitaker and John Halas (Focal Press, 2009)
> ISBN: 0-240-52160-9
>
> *Character Animation Crash Course*
> Eric Goldberg (Silman – James Press, 2008)
> ISBN: 1-879-50597-5
>
> Additional resources will be provided on Microsoft Teams.

Student Learning

Learning Outcomes:

By the end of this course of study, you should be able to…
1. Summarize the Twelve Principles of Animation.
2. Implement the Twelve Principles of Animation in your own work.
3. Adapt the Twelve Principles of Animation into other aspects of Motion Picture Arts.
4. Animate a basic walk cycle and run cycle.
5. Understand and implement an Exposure Sheet while animating.
6. Animate a character lip-syncing to dialogue.
7. Maintain consistent proportions in frame-by-frame- animation.
8. Identify and apply the elements of visual language to your drawings.
9. Effectively work with a drawing tablet.
10. Identify and apply the elements of film grammar to your animations.
11. Identify and utilize animation software.
12. Research and utilize animation reference.
13. Perform quality control on your own projects.
14. Incorporate feedback you receive into your animations.
15. Publish animation clips in several formats.

Instructional Schedule (timeframes may vary):

Module	Topic	Assignments
Module 1 (Week 1)	Animation Hardware & Software	● Digital Sketchbook (full semester assignment) ● Character Cleanup
Module 2 (Week 2 – 10)	The Twelve Principles of Animation	● Ball Bounce Cycles ● Tail Bounce ● Magic Dot ● Anticipated Switch ● Flour Sack Hop ● Morph Animation
Module 3 (Week 11 – 14)	Walk & Run Cycles	● Profile Walk ● Profile Run
Module 4	Animating to Dialogue	● Exposure Sheet Breakdown

(Week 15 – 20)		● Lip Sync Animation

Important Dates:

NOTE: The following dates are subject to change based on the needs of the students at the instructor's prerogative. Students will be notified ahead of time of any changes made.

Date	Important Information
Wed. week 3	Character Cleanup due.
Wed. week 4	Ball Bounce Cycles due.
Wed. week 5	Tail Bounce due.
Wed. week 6	Magic Dot due. Anticipated Switch due.
Wed. week 7	Flour Sack Hop due.
Wed. week 11	Morph Animation due.
Wed. week 15	Profile Walk due. Profile Run due.
Wed. week 17	Exposure Sheet Breakdown due.
Wed. week 20	Lip Sync Animation due.

Assessment and Evaluation:

Projects & Assignments	Weight
Character Cleanup Assignment	5%
Exposure Sheet Assignment	5%
Sketchbook Project	20%
The Twelve Principles Assignments	40%
Walk & Run Cycle Animations	20%
Lip Sync Animation	10%
Total:	**100%**

Course Policies

General Academic Policies:

It is your responsibility to be familiar with and adhere to the Swan Valley Regional Secondary School Academic Policies. These Policies can be found in the SVRSS School Handbook (https://www.svsd.ca/svrss/page/512/school-handbook).

Supplementary Policies:

Summative assessments count towards your final grade. All assignments (formative and summative) will be listed on PowerSchool as they are assigned so that you can self-monitor what assignments have yet to be completed. Everyone has the option to redo any assignment at any time during the semester. Summative assignments will be flagged as "Missing" and given a "0" if they are not submitted by their respective due dates. In addition, any assignment submitted after their respective due dates will be given the "Late" flag. The "Late" flag will serve as an indicator of your time management skills, do your best to manage your time wisely.

Formative assessments do not count toward your final grade. However, they serve as stepping stones towards the summative assignments and you are still expected to do them. These assessments include exercises and in-class feedback on your work throughout the semester. It is important that you complete

any formative exercises assigned to you so that you can complete the summative assignments and projects effectively.

Learning Behaviors:

You will be assessed in the following categories in each reporting period. To be successful on this course, you will need to have suitable time management skills and work well independently. You are also expected to exhibit the appropriate level of respect for the facilities, tools, and equipment.

Personal Management Skills	Uses class time effectively; works independently; completes assignments on time.
Active Participation in Learning	Participates with in-class activities; self-assess work; sets learning goals.
Social Responsibility	Works well with others; resolves conflicts appropriately; respects self, others, and the environment; contributes positively to the school community.

Food & Drink:

Food and drink must be stored in your locker and should not be open at your workstation. You will be asked to either put away or discard any open food or beverage containers immediately if they are present at your workstation. The only exception is water, so long as it is in a sealable container placed on the floor next to you.

Leaving Class:

As per SVRSS safety policies, you must remain in class for the block's full duration. If you need to leave class for any reason, you must ask permission first and log your out-time and in-time on the sign-out sheet by the classroom door. Permission to leave the room will be at the instructor's discretion.

Digital Citizenship:

This is a highly creative field and as such will often require extensive research for reference material and stock resources for inspiration and asset creation. You are permitted, and encouraged, to engage in this process. However, be sure that

your research is productive. Refrain from using social media and game launchers on the provided workstations. In addition to protecting yourself and your data keep the following in mind:

- Never share your account passwords. This is your best defense in digital safety.
- Log off of all services when you are done using them. These are considered public computers, and it is best practice to completely log out of any accounts before you leave the workstation each day.
- Do not share personal information online. This is another defensive tactic you can utilize to keep yourself safe in the digital space.

Personal Device Use:

As per the AP230 document, the use of personal devices is not permitted during class time. This space is no exception. The provided workstations will offer everything you will need to complete your projects. It is recommended that you leave your devices in your locker and set them on silent. You may check your messages during the lunch hour. You will be asked to leave your device at the instructor's desk if you decide to use it during class time, it will be given back to you at the end of class. The only exception will be when you are actively utilizing your device's camera to film footage for your video projects.

Computer Hardware:

The workstations and any additional hardware provided to you remain the property of SVRSS. This equipment is expected to remain in the classroom. At the end of each class, you are to return any additional tools you were using back to their designated locations before leaving the room. Abuse of the tools provided will result in the loss of privileges.