

## MMSP 146 - 2D Animation with Flash – Fall 2010

**Time:** Tuesdays, Thursdays 9 – 11:45 am

**Place:** ARTX 264 (Phelan Campus)

**Instructor:** elissa cline

**Office hours**(by appointment): 8am tues/thurs

**e-mail:** [elissa@myholler.com](mailto:elissa@myholler.com)

**On-line Class Resource:** <http://www.myholler.com/flash/course.htm>

### Course Overview

This course surveys Adobe Flash and its modern influence on 2d animation. We will examine animation types, principles and methodology and apply the concepts learned using your choice of additional industry standard digital tools: Adobe Illustrator, Adobe Photoshop, and Sound Software. Digital Media has changed the face of animation. Now amateurs may produce animation "cheap" using home-based desktop studios. Animation has found a new life outside traditional formats such as Saturday morning cartoons and Disney classics, becoming more widely accessible through animated interactive media such as the latest generation of ATMs, cell phone, and game design. We will examine new media animation and create projects that fit this new niche. Our goals for this class is that you learn how to do 'traditional style animation' in a digital format!

### Method

- A** We will view traditional and Flash-based animation considering the relationship between animation and Multimedia. *Overall Design, Technique, Conceptualization, Utility, and Story/Structure* will be topics of discussion. Your final project should exemplify these criteria.
- B** Each participant is required to have an Internet account (the school offers them to students for free) so we may participate in Internet activities including e-mail and research. I have posted on the web for your convenience an On-line Class Resource including syllabus, my lecture material, assignments, your grades, and Flash resources for tutorials, multimedia assets, examples etc.
- C** Class time includes both lecture, demo, in-class tutorials, workshops, and lab; lectures and/or demos are typically 1-1 ½ hours with a lab following; lab time is devoted to classroom exercises and Individual homework assignments to be completed and turned in on the date due in the syllabus unless otherwise noted. Exercises will be checked at the end of class. Assignments will be loaded on the teaching station to the appropriate folder with your last name labeling the file or folder.
- D** This is a multimedia course and will require you to work with sound, bitmap graphics, and animation interactivity using Macromedia Flash; if you do plan on working on a home computer make sure you have all the necessary components (sound hardware, internet connection, up to date Flash Version) and the required data storage devices (USB or Firewire); in the beginning you can use class lab time exclusively for assignments and exercises but your final project will require your spending time outside of class either in the school computer lab or at home!

### Required Supplies

USB keychain drive, or firewire drive, USB Hard Drive (or similar). CD-Rs or DVD-Rs are optional but only for large backups please!

*Optional Book:* [Foundation Flash Carton Animation](#), Jones

### Recommended Reading

[Timing for Animation](#), by Harold Whitaker and John Halas, Focal Press.

*Optional text with great examples deconstructing the timing of everyday objects. Great illustrations!*

[Cartoon Animation](#), by Preston Blair, Publisher: Walter Foster Pub; ISBN: 1560100842; (January 1995)

## Grading Policies

### Attendance/Participation:

10%

Attendance and on time arrival to class is REQUIRED. Tardiness will result in **50%** off your daily attendance grade. It is your responsibility on late arrival to make sure I mark you present.

E-mail Elissa Cline: [elissa@myholler.com](mailto:elissa@myholler.com) **before** class to announce your absence.

### In-Class Exercises:

20%

These skill building Flash exercises will be worked on during the lab time. These skill builders do not have to represent quality just ability. You will sign off on a sheet of paper 'completion' of exercise – exercises do not get turned in. you are responsible to keep a back up of all exercises just in case.

### Assignments:

30%

Assignments are due at the beginning of class unless otherwise noted. Assignments turned in late will have deducted 25% from a total of 100 points. Anything turned in more than one class late will not be accepted without overriding exceptions. Assignments represent your abilities and more thought and time /energy should go into them. Many times we will look at each other's assignments. Show and Tell.

### Midpoint Exam:

5%

### Final Project:

Character Animation Final Project =

25%

Pre-production Materials =

10%

## Assignments and Projects

Flash 'Character' Animation, (final project)

Flash and/or Illustrator/ Photoshop – Create a simple animation that tells a story with a main character. The characters can be simple primitives or more complex representational figures. The total amount of frames should be less than 1000 (12fps) - . You will use a combination of frame by frame animation, motion tweening and shape tweening. Story should be VERY simple. Emphasis will be on realistic and creative animation as well as being able to tell a story with audio and with expressiveness. (note: the character animation is due last class.

## Exercises

(EXERCISES DUE on date announced in syllabus – END OF CLASS – sign off – do not turn in!!!)

- Motion Tween #1
- Motion Tween #2
- Classic Tween
- Shape Tween
- Sound and Lip Synch
- Buttons / Actionsript
- Curve Editor for Motion Tween

You will need to sign off on exercises before receiving credit. This sign off sheet is passed around at the end of lab!

## Assignments

- Text Animation using curve editor
- Bones
- Bouncing Ball
- Techniques (cause / effect) using curve editor
- Timing
- Walk Cycle

## Pre-Production Materials for final project Character Animation

**Brainstorm One-liners** for Character Animation, (pre-production materials)

Brainstorm ideas for a simple character animation with motivation. Write down all your ideas as 1-liners and do not censor for quality. Quantity counts. Have the entire sheet of paper filled with ideas. Circle your favorite and turn in.

**Storyboards** for Character Animation, (pre-production materials)

Printed out or Hand-drawn - Design Storyboards for the final treatment of character animation. Base your ideas on circled story-one-liner.

**Animatic (Board-O-Matic)** for Character Animation (pre-production materials)

Animated Storyboard with sound demonstrating your character animation camera, flow, and transitions.

## Pre-Production Materials for final project Interface

**Proposal** for Animated Interface, (pre-production materials)

Printed out - Create a treatment describing in detail your idea for an Animated Interface. Base your design on class lectures and reading assignments.

**Flowchart** for Animated Interface, (pre-production materials)

*Printed out or Hand-drawn* – map out the interactive flow between scenes or sections within your Animated interface.

**Sketch of Interface Screen(s)** for Animated Interface, (pre-production materials)

Hand Drawn – sketch of home screen and if distinctive or different 'sub-menus' or screens

## Final project Prototype

A Flash Interface to 'hold' your animations created this semester. The 'menu' should resemble a DVD or appealing web site with looping animations, choices that will take you to different movies of your choice and sound. The main intent is to have a portfolio of your animated pieces from this semester to show.

1. Animations: accumulated from semester
2. Interface that matches the metaphor of your work; appropriate design / style.
3. Interactions that include: clickable hotspots that trigger events or animations, changes to environment, object to manipulate. Buttons.
4. Looping animation on 'home screen' / 'main menu'
5. Sound(s) (in projects and for interface buttons)
6. A 'Contact' – Email link

## Additional extra credit

To be announced. (each one is worth 1 point)

## Important Note on turning in assignments

Name your files - **lastname.fl**a or **lastname.swf** (**no spaces!!!**). All assignments are turned in as both **.swf** and **.fla** files. Include both files in a folder with your name on it. All files will be dropped into a designated folder on the teacher's station at the beginning of class!

**Disclaimer!** The Prerequisites for this class are MMSP 140 or CS183A (Flash Basics Class). We review Animation Tweening methods the first week specifically (we do not review the basic interface or how to draw using Flash). There is the expectation that you already know flash and how to use it! There is also the underlying expectation that you have taken art, film, photography or graphic design classes in your past. Because the goal of this class to produce work for a portfolio, some prior art skills are beneficial!

There is a no re-do policy on all exercises, assignments and projects. Once an assignment is turned in and graded it is considered done.

## Class Schedule

DATE	SUBJECT	PROJECTS DUE?
8/17	Introduction to Semester. History of Animation (Crash Course)!  CS5 Flash Interface/organization/new features? Symbols / Instances / Library.	---
8/19	Motion Tweening.  Lab: Motion Exercise #1	Motion Exercise #1
8/24	Motion Tweening.  Lab: Motion Exercise #2	Motion Exercise #2
8/26	Classic Tweening	Classic Exercise

8/31	Text – and motion tween curve editor Lab: Text Animation Exercise	Text Animation Exercise
9/2	Shape Tweening Lab: Shape Tween Exercise	Shape Tween Exercise
9/7	Sound and Lip Synch Lab: Sound and Lip Synch	---
9/9	Sound and Lip Synch Lab: Sound and Lip Synch	Sound and Lip Synch Exercise
9/14	Bones: Shape Lab: Bones (shape) Exercise	Bones: Shape
9/16	Bones: Instances (jointed) Lab: Bones (jointed) Exercise	Bones: Jointed
9/21	Interaction and Buttons Review Part 1 Lab: Buttons / Actionscript	---
9/23	Interaction and Buttons Review Part 2 Lab: Buttons / Actionscript	Buttons / Actionscript Exercise
9/28	Quick and Dirty Interface Design for your Final Project Lab: 'Matrix' style interface (template supplied)	Sketch of interface due
9/30	Lab: work on interface and cleaning up animations.	---
10/5	Presentations – Interface Design and Animations.	Preliminary Interface with animations.
10/7	Animation Techniques: Part 1- Motion Tween Curve Editor in practice! Lab: Bouncing Ball	Bouncing Ball
10/12	Animation Techniques: Part 2 - Motion Tween Curve Editor in practice! Lab: Animation Techniques (cause / effect)	Animation Techniques (cause / effect) exercise.

10/14	Flash Organization – Part 1: Decision-making, Symbols and Flash Assets, Library. Virtual Camera.  Lab: Brainstorming Character Animation Ideas	---
10/19	Storyboarding  Flash Organization – Part 2: Environment and Prop Design. Timeline Efficiency and Animation.  Lab: assets and prop building for Character Animation	Brainstormed idea chosen for character animation
10/21 End of midterm	Sound Review + Animatics Introduction  Lab: Animatic (Board-O-Matic) Exercise	Storyboards pre-production materials
10/26 substitute	Lab: Work on character animation assets and scene building and/or animatic – substitute teacher present.	---
10/28 substitute	Lab: Work on character animation assets and scene building and/or animatic – substitute teacher present.	---
11/2	Timing: Part 1  Lab: Timing Exercise	---
11/4	Timing: Part 2  Lab: Timing Exercise	Timing Exercise.
11/9	Walk Cycle: Part 1  Lab: Walk Cycle	---
11/11	Walk Cycle: Part 2  Lab: work on final project	Walk Cycle Exercise.
11/16	Lab: work on Final Project	
11/18	Lab: work on Final Project	---
11/23	Lab: work on Final Project	---
11/25 holiday	No class - holiday	---
11/30	Lab: work on Final Project	---
12/2	Lab: work on Final Project	---
12/7	Lab: work on Final Project	---
12/9 Final class	Final Project Due Beginning of Class!	Final Character Animation and Interface due

