

MMSP 146 - 2D Animation with Flash – Spring 2010

Time: Tuesdays, Thursdays 12-3pm

Place: ARTX 264 (Phelan Campus)

Instructor: elissa cline

Office hours(*by appointment*): to be announced

e-mail: 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 additional industry standard digital tools: Adobe Illustrator, Adobe Photoshop, and Sound Software (*your choice*). 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.

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 <i>daily</i> attendance grade. It is your responsibility on late arrival to make sure I mark you present. <i>E-mail Elissa Cline: elissa@myholler.com before class to announce your absence.</i>	
In-Class Exercises:	20%
These skill building Flash exercises will be worked on during the lab time.	
Assignments:	20%
Exercises and Assignments are due at the beginning of class unless otherwise noted. Exercises and 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.	
Character Animation Pre-production materials	5%
Midpoint Exam:	10%
Final Project:	
<i>Final Project =</i>	25%
<i>Pre-production Materials =</i>	10%

Assignments and Projects

Flash 'Character' Animation, (midterm project)

Flash and/or Illustrator/ Photoshop – Create a simple animation that tells a story. The characters can be simple primitives or more complex representational figures. The total amount of frames should be less than 1000 (12fps) - . You may use (and should 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 at midterm but you can continue to finesse it for your final project interface!*)

Exercises

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

- Motion Essentials #1: Motion / Shape
- Motion Essentials #2: Classic / Frame by Frame
- Motion Essentials #3: Motion / Shape / Classic / Frame by Frame
- Techniques (cause / effect)
- Timing
- Walk Cycle
- Lip Synch
- Bones
- 3d and Effects
- Buttons / Actionsript

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

Pre-Production Materials for midterm project

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

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: 3-4 pieces 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. An 'About Me' section and 'Contact' option

Additional extra credit

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

Important Note on turning in assignments

Name your files - *lastname fla* 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?
1/19	Introduction to Semester. History of Animation (Crash Course)! Review Flash Tweening Essentials: Motion / Shape.	
1/21	Review Flash Tweening Essentials: Effects, Properties, Masks, Path Lab: Motion Essentials #1: Motion / Shape Exercise	Motion Essentials #1: Motion / Shape Exercise
1/26	Review Flash Tweening Essentials: Classic / Frame By Frame. Movie Clips verses Graphics Lab: Motion Essentials #2: Classic / Frame by Frame Exercise	Motion Essentials #2: Classic / Frame by Frame Exercise
1/28	Flash Tweening Essentials: All Together Now! Lab: Motion Essentials #3: Motion / Shape / Classic / Frame by Frame Exercise	Motion Essentials #3: Motion / Shape / Classic / Frame by Frame Exercise
2/2	Techniques: Part 1 Lab: Techniques Exercise	---

2/4	Techniques: Part 2 Lab: Techniques Exercise	Techniques Exercise
2/9	Timing: Part 1 Lab: Timing Exercise	---
2/11	Timing: Part 2 Lab: Timing Exercise	Timing Exercise
2/16	Walk Cycles: Part 1 Lab: Walk Cycle	
2/18	Walk Cycles: Part 2 Lab: Walk Cycle	Walk Cycle Exercise
2/23	Flash Organization – Part 1: Decision-making, Symbols and Flash Assets, Library. Virtual Camera. Brainstorming Character Animation Ideas	---
2/25	Storyboarding Lab: assets and prop building for Character Animation	Brainstorm Ideas pre-production materials
3/2	Flash Organization – Part 2: Environment and Prop Design. Timeline Efficiency and Animation.	Storyboards pre-production materials
3/4	Sound Review Animatic (Board-O-Matic) Exercise	---
3/9	Lab: work on Character Animation	Animatic (Board-O-Matic) pre-production materials
3/11	Lab: work on Character Animation	---
3/16	Lab: work on Character Animation	---
3/18 End of midterm	Character Animation Project Due beginning of class	Character Animation Midterm Project
3/23	Lip Synch: Part 1 Lab: Lip Synch Exercise	---
3/25	Lip Synch: Part 2 Lab: Lip Synch Exercise	Lip Synch Exercise
3/30 – 4/1	Spring Break – No Classes	---

4/6	Bones: Part 1 Lab: Bones	---
4/8	Bones: Part 2 Lab: Bones	Bones Exercise
4/13	3d and Effects – finishing touches... Lab: 3d and Effects Exercise	3d and Effects Exercise
4/15	Quick and Dirty Interface Design for your Final Project Lab: Sketch of Interface for your Project	---
4/20	Interaction and Buttons Review Part 1 Lab: Buttons / Actionscript	
4/22	Interaction and Buttons Review Part 2 Lab: Buttons / Actionscript	Buttons / Actionscript Exercise
4/27	Final Project Decisions: FLV, MOV, SWF?	---
4/29	Lab: work on Final Project	---
5/4	Lab: work on Final Project	---
5/6	Lab: work on Final Project	---
5/11	Lab: work on Final Project	---
5/13	Lab: work on Final Project	---
5/18	Final Project Due Beginning of Class!	Final Animated Website Project