

Intro to Animation

ART - 1620 001

Course Description

Introduction to the production process, skill sets, foundational principles, and techniques of animation. An intense course with heavy emphasis on drawing.

Semester: Fall and Summer

Course Student Learning Outcomes

- Demonstrate fundamental SOLID DRAWING skill for animation.
- Demonstrate fundamental STORYBOARD skill as a developmental process for animation.
- Demonstrate fundamental LAYOUT skills for animation.
- Demonstrate of fundamental principles of ANIMATION.
- Demonstrate fundamental TECHNICAL skills relating to creating animation.
- Demonstrate fundamental PRODUCTION workflow skills relating to creating animation.
- Self Critique.

Course Prerequisites

Prerequisites: None required.

- Student's responsibility to examine each course description for details of prerequisite classes.

- C grade or better in pre-requisite classes is needed to continue.
- Some 4-year institutions require a C+ or better for transfer.

Upon completion with a C grade or better, you can take:

- ART 1670 Character Animation Basics
- ART 2640 3D Animation & Rigging, with ART 1630 Computer Graphics Essentials
- suggested before ART 2620 Motion Graphics, with ART 1280 Photoshop
- suggested before ART 1660 Storyboarding, with ART 1110 Foundation Drawing 1

Required Text or Materials

Title: All content provided on Canvas, See Required Material page for list of supplies

For more information on textbook accessibility, contact Accessibility & Disability Services at ads@slcc.edu.

Attendance

Credit Hours: 2

6 hours/week of work expected - 2 lecture, 2 lab, 2 homework

Attendance is not graded directly, but it is crucial in a studio class, where class time is dedicated to creating evidence used in your final. Missing classes means missing this evidence. While there is some catch-up time in the last week, it is limited.

- Online attendance means you participate and complete required coursework during that scheduled week.
- Expected you will be **p**unctual, **p**repared, **p**articipate, & **p**resent (on task) for the duration of the class.
- Visual Art & Design Attendance Policy: 80% attendance is required for passing.
- No need to disclose the reasons for absences.
- Dropped if you don't log in within first 5 days, complete 1st week coursework

Incomplete

Instructors are not compelled nor required to give an Incomplete, especially when withdrawal may be more appropriate. Incomplete grades not changed before the deadline will be automatically changed to an E. More information on applying for an “Incomplete” Grade.

- Criteria: unavoidable unforeseen extraordinary unfortunate circumstances, passing grade at the time of the request, past withdrawal date.
- Process: Work with the instructor to complete coursework within a year.

Course Policies

Lab Usage- Online students may use OpenLab SCM 1-051 during open campus hours

- Keep your personal area tidy, clean up at the end of time
- No removal of school property

All students are allowed the following

- Use of headphones if they can hear general spoken instructions.
- Leaving class at any time for any reason without warning or permission, with the understanding that missed content will not be repeated.
- Consumption of food and drink, provided it does not create a mess or near school computers.
- Use of fidget devices
- Pacing during instruction if it does not obstruct other students.
- Freedom to sit and move around the classroom as needed.
- Permission to record class sessions by notifying instructor for your private study only.
- Permitted to bring medical equipment to class

Accessibility

Every known effort has been made to format this course to be as accessible as possible, but not all visual elements within a course can be formatted in an accessible way that allows students needing audio or visual assistance sufficient accommodations to use them independently. Students needing additional accommodations should work with the Accessibility & Disability Services (ADS) on a case-by-case basis.

Academic Honesty

Academic Honesty will be strictly enforced in this course. Any behavior deemed unethical or that does not abide by reasonable academic honesty will result in action by the professor. Students caught cheating in this course will forfeit their right to pass this course!

Usage Rights

- Work submitted may be used anonymously for future examples/promotions/assessments for the department, school, or college. Contact me if you do not want this to happen.
- All images used in this course are created by the instructor unless otherwise notated. Exceptions are credited to the creators to the best of our knowledge.
- Course material developed by the instructor and any recordings you make in class are the intellectual property of the instructor and cannot be shared publicly without approval.

Engagement Plan

My commitment to you:

- Please communicate in person, through Canvas Inbox, or the Watercooler discussion board, and **not** email, phone, text, or submission comments.
- I will log in at least daily and be online to facilitate this course during scheduled times. I will also be available during office hours or by appointment to meet IRL or virtually.

- I will grade and return your assignments with feedback before the next assignment comes due.
- As we do discussion boards, I will read through what has been posted on the days and times scheduled.
- I will respond within 24hrs to messages received on a weekday. Weekends will take longer but will get to everyone by the end of Monday. I cannot do remote technical support.

My expectations of you:

- It is expected you will log in daily to receive messages and announcements.
- It is expected you will turn in assignments on time and complete peer reviews on time
- As we do discussion boards, it is expected you will contribute to discussions by posting and replying multiple times each week.
- It is expected you will have read the assignments, reviewed the course content, and the posts in the Watercooler discussion board, and tried to do the assignment before messaging me directly with questions about the course or the assignments. "I'm confused" is not a question. Ask me exactly what you want to know about, only then can I help you.

Brief Description of Assignments/Exams

You will be asked to demonstrate the course outcomes through several projects that explore aspects of animation that will show evidence of your ability to apply the principles covered in this course and by and participating in critiques and discussions. **Meaning you will publicly share your drawings and animation.** All submissions will be uploaded directly to Canvas, shared in person or over video meeting, or as a link to syncSketch. **Do not use Google Drive, YouTube, or Office 360 to submit assignments.**

Assignments – 70% of grade

This is a studio class with all the assignments outlined on a page on Canvas when completed will be presented for a peer review. Part of that grade will also reflect your

participation in group critiques.

Animation/Action Analysis Report -10% of grade

Each student will prepare a report on a piece of animation.

Sketchbook - 20% of grade

You are required to keep a personal sketchbook that shows drawings representing your ideas and observations from life as well as from your imagination. Sometimes called Cafe Drawings, these are observations of people and things you see going about the everyday routines of life. Study the gestures and attitudes of various types of people, at the store, on the beach, on the street, or in your own home. Feel free to use your sketchbook to record detailed studies as well as thumbnails and compositional explorations. Sketchbooks will be checked after the last day to add, at midterm, and submitted with the Final.

Final

You will compile a progression reel of all animations completed this semester, and complete an End of Course Survey.

Grading Scale

My professional experience and aesthetic preferences are factors that influence my judgment.

Project grades will foremost be based on the excellence of the project work.

[You can view your grades right in Canvas](#)

Specific objectives for each project will be outlined on Canvas and graded using [rubrics](#), generally using a 4-point scale.

Rubric Example

Criteria	4 points	3 points	2 points	1 point	0 points
Criteria	Excellent	Adequate	Needs Work	Inadequate	No Submission
Criteria	Every time	Most times	Few times	No times	No Submission

Criteria	4 points	3 points	2 points	1 point	0 points
Criteria	Excellent	Good	Fair	Poor	No Submission

Percentage breakdown for Final grade

- A (93% - 100%)
- A- (90% - 92.9%)
- B+ (86% - 89.9%)
- B (83% - 85.9%)
- B- (80% - 82.9%)
- C (70% - 79.9%)
- D (60% - 69.9%)
- E (0% - 59.9%)

Deadlines & Revisions

On-time is more important than finished.

Deadlines are defined on Canvas only, not what you thought, not what the instructor mispoke, nor what your friend told you.

Deadline Window

Begins with the due date and ends when assignments are graded, a minimum space of two days. If your work is not finished, you are still expected to submit it and participate.

On-time work: submitted within the Deadline Window

- Critiqued on the due date.
- Can be repeatedly fixed and resubmitted for better scores till the end of the semester.

Late work: submitted after grading

- May not receive a critique
- May not get graded, if graded it cannot be resubmitted for a better score.

Exception to revisions

- sketchbook checks
- milestones
- iteration assignments
- the final

Use [What-If scores](#) to see how grades might be affected by upcoming or resubmitted assignments

Student Academic Calendar

As students you should be aware of all important dates in the semester, such as the day that courses begin and end, as well as the drop date and the last day to withdraw. To learn more about those dates, navigate to the Student Academic Calendar below:

[SLCC Student Academic Calendar](#)

Assignment Schedule

Due Date	Assignment Name	Assignment Type	Points
	Animation Definition and Brief History	Quiz	0
	Anticipation	Quiz	0
	Appeal	Quiz	0
	Arcs	Quiz	0
	Breakdowns & Inbetweens	Quiz	0

Due Date	Assignment Name	Assignment Type	Points
	Camera Placement	Quiz	0
	Check the Result	Quiz	0
	Combining Pose To Pose & Straight Ahead	Quiz	0
	Composition	Quiz	0
	Critiques & Revisions	Quiz	0
	Depth & Perspective	Quiz	0
	Drawing a Layout	Quiz	0
	Exaggeration	Quiz	0
	Follow Through & Overlap	Quiz	0
	Forces	Quiz	0
	Holds	Quiz	0
	Introduce Yourself	Discussion	0
	Keys & Extremes	Quiz	0
	Observational Sketchbooks	Quiz	0
	Physics of a Ball Bounce	Quiz	0
	Post Production & Postmortem	Quiz	0
	Pre Production - Concept Art	Quiz	0

Due Date	Assignment Name	Assignment Type	Points
	Pre Production - Storyboards	Quiz	0
	Production Pipeline	Quiz	0
	Roll Call Attendance	Assignment	100
	Scene Planning_ Continued: Exposure Sheets to Animating	Quiz	0
	Scene Planning: Thinking & Thumbnails	Quiz	0
	Secondary Action	Quiz	0
	Solid Drawing: Forms	Quiz	0
	Solid Drawing: Gesture	Quiz	0
	Solid Drawing: Process	Quiz	0
	Solid Drawing: Putting It All Together	Quiz	0
	Solid Drawing: Rhythm Lines	Quiz	0
	Solid Drawing: Shape & Silhouette	Quiz	0
	Spacing	Quiz	0
	Squash & Stretch	Quiz	0
	Staging - Aspect Ratio	Quiz	0
	Staging - Cinematic Image	Quiz	0

Due Date	Assignment Name	Assignment Type	Points
	Straight Ahead	Quiz	0
	The 12 Principles of Animation	Quiz	0
	The Flour Sack	Quiz	0
	Timing	Quiz	0
	Timing & Spacing	Quiz	0
	Turns	Quiz	0
	Water Cooler Discussion (Optional)	Discussion	0
	Why a Layout?	Quiz	0
	Workflow	Quiz	0
9/6/25	Syllabus Quiz	Quiz	8
9/9/25	Drawing for Animation	Discussion	40
9/16/25	Reverse Storyboarding	Discussion	40
9/18/25	Observational Sketchbook Check 1	Assignment	10
9/25/25	Animation Straight Ahead	Discussion	40
9/30/25	Pose to Pose Face Metamorphosis - Self Portrait Milestone	Discussion	8
10/7/25	Pose to Pose Face Metamorphosis	Discussion	32
10/14/25	Ball Bounce	Discussion	40

Due Date	Assignment Name	Assignment Type	Points
10/23/25	Layout	Discussion	20
10/30/25	Observational Sketchbook Check 2	Assignment	20
11/6/25	Jumping Ball with Tail	Discussion	60
11/13/25	Flour Sack Drop Scene Planning	Discussion	20
11/25/25	Flour Sack Drop	Discussion	40
12/4/25	Action Analysis Annotated Video	Discussion	40
12/11/25	Final Observational Sketchbook Check	Assignment	40
12/16/25	College Course Evaluation	Assignment	0
12/16/25	End of Course Survey	Quiz	20
12/16/25	Final	Discussion	40

Institutional Policies

As members of our academic community, we would like to invite you to review the Institutional Syllabus which covers important policies and procedures. This document contains important links for students on the code of student rights and responsibilities, academic integrity, and grading policies, Title IX and other important acknowledgements. By familiarizing yourself with this information, you can help us create a safe and respectful environment for everyone.

For more information, navigate to the Institutional Policies tab on the [Institutional Syllabus](#) page.

Learning Support and Tutoring Services

We are pleased to offer a range of tutoring and learning support services to help you achieve your academic goals. Whether you need assistance with a specific subject or want to improve your study skills, you have many options for tutoring or other support.

To learn more about the services we offer and how to access them, visit the [Institutional Syllabus](#) page under the Tutoring and Learning Support tab. We encourage you to take advantage of these resources to help you succeed in your studies. If you have any questions or would like to schedule a tutoring session, please don't hesitate to reach out to us. We are here to support you in any way we can.

Advising and Counseling Support Services

At our institution, we are committed to supporting your academic and personal growth. That's why we offer a range of advising and counseling services to help you navigate the challenges of college life. To learn more about the resources available to you and how to access them, visit the [Institutional Syllabus](#) page under the Advising and Counseling Support Services tab. Our advising team and the support centers across campus are here to support you in achieving your goals and overcoming any obstacles you may face.

Advising

- [advising office](#) organize a plan to finish your program in a timely manner
- [Degreeworks](#) & [Official Catalog](#) is a resource to know how all this fits together
- Faculty can help you make sense of the catalog

It is expected you take this course in your first semester. This class is required as part of the following credentials.

- [Visual Art & Design - Animation: AS](#) degrees are intended to transfer to the four-year schools.
- [Visual Art & Design - Animation Emphasis: AAS \(CTE\)](#) helps you prepare for an entry-level career.
- [Visual Art & Design - Motion Graphics: CP \(CTE\)](#) or [Game Development: CP \(CTE\)](#) are short-term programs where you focus on gaining specific skills, They are

stackable with the AAS degree and may be done together.

Catch All

- I don't claim to know everything and am a fallible human being.
- Don't wait to address a problem!
- Role as a teacher/coach, not a taskmaster, competitor, umpire, or prosecutor
- Items on this syllabus and schedule may be amended to better achieve the course goals and meet the needs of participants as needed