

BOROUGH OF MANHATTAN COMMUNITY COLLEGE
The City University of New York
Department of Media Arts and Technology

Title of Course: **Foundations of Digital Graphic Design** Class Hours: 2

ANI 260-1301 Laboratory
 Thursday 1:00-4:40 pm Hours per
 Semester: Fall 2021 Week: 2

Jody Culkin, instructor
 Office: S622e, 199 Chambers St,
 Email: jculkin@bmcc.cuny.edu
 Office Hours Tues. 11:00AM -1:00PM
 Thurs 11:00 PM -12:00PM

I will be setting up Zoom sessions during my office hours. Please email me to let me know if you would like an invite.

Credits: 3

Course Descriptions: Students will learn to design and create motion graphics for multimedia, building projects appropriate both for Internet applications and for film and video. Students will learn how to use Animate, a vector-based animation program, and After Effects, an animation and visual effects compositing program to create narratives through the use of storyboards.

Basic Skills ENG 088 or ESL 062, ACR 094

Prerequisites. MMA 100 or MMP 100

Co-requisites MAT 051

Course Student Learning Outcomes (Students will be able to...)	Measurements (means of assessment for student learning outcomes listed in first column)
1. Understand and apply the 12 principles of animation	Studies
2. Create frame-by-frame animation in a digital environment	Studies
3. Design a character for animation	Final project
4. Understand how to create and develop a narrative with storyboarding	Final project
5. Create and apply effects to compositions in After Effects	Final project
6. Export animation to the correct format and share it on the web	Final project

Below are the college's general education learning outcomes, the outcomes that checked in the left-hand column indicate goals that will be covered and assessed in this course. (Check at least one.)

	General Education Learning Outcomes	Measurements (means of assessment for student learning outcomes listed in first column)
☐	Communication Skills- Students will be able to write, read, listen and speak critically and effectively	Final Project
☐	Quantitative Reasoning: Students will be able to use quantitative skill and the concepts and methods of mathematic to solve problems.	
☐	Scientific Reasoning- Students will be able to apply the concepts and methods of the natural sciences	
☐	Social and Behavioral Science- Students will be apply the concepts and methods of the social sciences	
☐	Arts & Humanities- Students will be able to develop knowledge and understanding of the arts and literature through critiques of works of art, music, theatre and literature.	Studies
☐	Information & Technology Literacy- Students will be able to collect, evaluate and interpret information and effectively use information technologies.	Studies
☐	Values- Students will be able to make informed choices based on an understating of personal values, human diversity, multicultural awareness and social responsibility.	

What you will learn:

In this class, you will learn how to create 2D animation projects. We plan to start the semester with hand drawn animation creating a flipbook, and move quickly into using Adobe Animate. We will be creating model sheets and storyboards. We will also use Adobe After Effects..

Required Text:

While there is not required textbook, you are expected to read the content on the OpenLab site and view all the videos and animation clips as well.

Other Resources:

Additional reading will be assigned by the instructor and distributed through OpenLab and Blackboard.

Students should have a small unlined sketchbook, pencils and erasers.

Use of Technology (If Applicable):

Software used: Adobe CC, specifically Animate and After Effects. Students should store back-ups of their work on Dropbox, Office.com, Google Drive or other cloud storage-hosting site. Portable media for storing projects, such as a flash drive, will be useful.

Most of the course materials are on OpenLab. Assignments will be uploaded to both OpenLab and Blackboard. Grades and feedback on completed assignments will be on Blackboard.

Evaluation and Requirements of Students:

Studies	35%
Final Project:	55%
Teacher evaluation	10%

Assignments must be handed in on time. Points will be deducted on work handed in late. Please keep in touch with me if you are having problems that are making it difficult for you to complete the work.

There will be in-class assignments as well as homework to be completed outside of class.

Week 1: 8/26

Introductions and Animation Overview

- Overview of course, class site, and OpenLab
- Introductions
- What is animation: different approaches, 12 principles, early history, 2D animation today
- Assignment: flipbook

Week 2: 9/2

Animate intro

- Flipbook assignment due
- Introduction to Adobe Animate: interface, frame-by-frame vs. tweening, paint vs. symbols, file format, exporting.
- Key concepts: frames, FPS, working on 1s and 2s
- 12 principles applied: squash & stretch, slow-in & slow-out
- Assignment: bouncing ball #1 (up and down)

Week 3: 9/9

Timing, spacing

- Bouncing ball #1 assignment due
- Key concept: straight ahead vs. pose to pose, in-betweens and breakdowns, timing charts
- 12 principles applied: arcs, timing
- Assignment: bouncing ball #2 (arc)

NO CLASS 9/16

Week 4: 9/23

Creating loops

- Bouncing ball #2 assignment due
- Key concepts: review straight-ahead, loops
- Assignment: looping effect

Week 5: 9/30

Character design

- Looping effect assignment due
- Character design for animation
- Final project – step 1: character design

Week 6: 10/7

Walk Cycles

- Character design due
- Walk cycles
- Final project – step 2: walk cycle (rough)

Week 7: 10/14

Walk cycles continued

- Rough walk cycle due
- Revising your walk cycle
- 12 principles applied: follow through & overlapping action
- Final project – step 3: revised walk cycle

Week 8: 10/21

Storyboarding

- Revised walk cycle due
- Creating storyboards
- 12 principles applied: staging
- Storytelling
- Final project – step 4: storyboard

Week 9: 10/28

After Effects

- Storyboard due
- Introduction to After Effects
- Importing an Animate project into After Effects
- Final project – step 5: creating a background

Week 10: 11/4

Camera and looping in After Effects

- Background due
- Camera in After Effects
- Saving, moving and submitting your After Effects project
- Final project – step 6: adding a background and applying After Effects' camera to the walk cycle

Week 11: 11/11

Effects

- Background + camera -enhanced walk cycle due
- Effects in After Effects
- Final project – step 7: Adding effects to the final project

Week 12: 11/18

Text Animation

- Effects-enhanced walk cycle due
- Animating text in After Effects
- Nesting compositions in After Effects
- Final project – step 8: Creating animated title and credits for the walk cycle

Week 13: 12/2

Sound

- Project with titles and credits due
- Sound and animation
- Adding sound in After Effects
- Final project – step 9: Adding sound to the walk cycle

Week 14: 12/9

Final Project Workshop

EXAM WEEK 12/16

FINAL PROJECT PRESENTATIONS

Class Participation

Participation in the academic activity of each course is a significant component of the learning process and plays a major role in determining overall student academic achievement. Academic activities may include, but are not limited to, attending class, submitting assignments, engaging in in-class or online activities, taking exams, and/or participating in group work. Each instructor has the right to establish their own class participation policy, and it is each student's responsibility to be familiar with and follow the participation policies for each course.

BMCC is committed to the health and well-being of all students. It is common for everyone to seek assistance at some point in their life, and there are free and confidential services on campus that can help.

Advocacy and Resource Center (ARC) <https://www.bmcc.cuny.edu/student-affairs/arc/> room S230, 212-220-8195, arc@bmcc.cuny.edu. If you are having problems with food or housing insecurity, finances, health insurance or anything else that might get in the way of your studies at BMCC, contact the Advocacy and Resource Center (formerly Single Stop) for assistance. Please contact us at

arc@bmcc.cuny.edu, call 212-220-8195, or come by the office at room S230. You may also contact the Office of Student Affairs, S350, 212-220-8130, studentaffairs@bmcc.cuny.edu, for assistance.

Counseling Center www.bmcc.cuny.edu/counseling, room S343, 212-220-8140, counselingcenter@bmcc.cuny.edu. Counselors assist students in addressing psychological and adjustment issues (i.e., depression, anxiety, and relationships) and can help with stress, time management and more. Counselors are available for walk-in visits.

Office of Compliance and Diversity <https://www.bmcc.cuny.edu/about-bmcc/compliance-diversity>, room S701, 212-220-1236. BMCC is committed to promoting a diverse and inclusive learning environment free of unlawful discrimination/harassment, including sexual harassment, where all students are treated fairly. For information about BMCC's policies and resources, or to request additional assistance in this area, please visit or call the office, or email olevy@bmcc.cuny.edu, or twade@bmcc.cuny.edu. If you need immediate assistance, please contact BMCC Public safety at 212-220-8080.

Office of Accessibility www.bmcc.cuny.edu/accessibility, Students who need academic accommodations in connection with a disability must initiate the request with BMCC's Office of Accessibility (OA). Students need to register with the Office of Accessibility in order to officially disclose their disability status to the College and to determine eligibility for appropriate reasonable accommodations (including any prior IEPs or 504s). Please contact the OA at the start of the semester (or as soon as possible) to coordinate any accommodation request/s: www.bmcc.cuny.edu/accessibility, Room N360 (accessible entrance: 77 Harrison Street), 212-220-8180, accessibility@bmcc.cuny.edu.

BMCC Policy on Plagiarism and Academic Integrity Statement

Plagiarism is the presentation of someone else's ideas, words or artistic, scientific, or technical work as one's own creation. Using the idea or work of another is permissible only when the original author is identified. Paraphrasing and summarizing, as well as direct quotations, require citations to the original source. Plagiarism may be intentional or unintentional. Lack of dishonest intent does not necessarily absolve a student of responsibility for plagiarism. Students who are unsure how and when to provide documentation are advised to consult with their instructors. The library has guides designed to help students to appropriately identify a cited work. The full policy can be found on BMCC's Web site, www.bmcc.cuny.edu. For further information on integrity and behavior, please consult the college bulletin (also available online).

BMCC Mask Mandate Policy for In-Person Classes

CUNY has put in place a temporary mask mandate policy that requires the wearing of masks indoors in all campus buildings. See: <https://www.cuny.edu/coronavirus/university-updates/clarity-new-mask/>

Face masks help prevent the spread of COVID-19. As it is possible to have or carry the coronavirus without having or showing symptoms, it is necessary for every person in our community to wear a mask even if you are fully vaccinated and/or have tested negative for COVID19, or think you are completely healthy. For appropriate/acceptable masks and guidelines on use, see CDC guidelines at: <https://www.cdc.gov/coronavirus/2019-ncov/prevent-getting-sick/diy-cloth-face-coverings.html>.

While the mask mandate is in effect, the following will apply to all in-person classes (including in-person classes associated with hybrid courses):

- In a classroom, if a fully vaccinated instructor is teaching a class and can maintain social distance from all others in the classroom, he/she may choose not to wear a mask (subject to any additional Department guidelines regarding the use of face shields or other layers of protection).
- Students who attempt to enter a classroom without wearing masks will be asked by the instructor to put on their masks before entering. Students who remove their masks during a class session will be asked by the instructor to put on their masks. Masks will be available for distribution for those who need one.
- Students may remove their masks momentarily during class (to drink something quickly), in classrooms other than labs, but must replace their masks immediately after that. The consumption of food is not permitted in any classroom or lab.
- Students who are not fully vaccinated are also required to maintain social distancing between themselves and all others in a classroom.