

Introduction to Computer Animation Wintersession 2006

Instructors

David Dao (ddao@risd.edu), Hye Yeon Nam (hnam@risd.edu)

Course Objective

The Introduction to Computer Animation Course is designed to teach students how to utilize the computer to create animation. The animation techniques that will be addressed in class will be hand drawn non-computer originated animation, cut out animation, computer generated drawn animation, painting under the camera, rotoscoping, and an introduction to concepts used in 3-D animation. An introduction to sound design and editing will be explored in the final animation project.

Topics

WEEK 1: Computer Generated Drawn Animation Using Macromedia Flash

WEEK 2: 12 Frame Cycle Animation Using Adobe Photoshop and After Effects

WEEK 3: Cut out Animation Using Cycle Animation Using Adobe Photoshop and After Effects

WEEK 4: Editing, Synching Sound & Exporting to DV Using Apple Final Cut Pro

WEEK 5: Storyboards & Pitch for Final Animation (Begin Working on Final Animation)

WEEK 6: Final Critique

Grading

75% Class projects

25% Class participation (discussion, critiques, attendance)

Project 1: Observing Yourself Observing

Create an animated self-portrait of yourself observing an event or action. Each person in the class will animate a close up of their own face from a third person perspective.

REQUIREMENTS

1. The animation must be created using Flash and only Flash.
2. Characters must be drawn frame by frame using a Wacom Tablet.
3. You must create an animation that captures a “characterization” or likeness of you.
4. Final Output size: 720x480

Note

Character animation requires an intimate understanding of facial gestures, and this project will help you understand the significance of “acting” out your character’s gestures and actions.

Project 2: Action & Reaction

*Choose a famous person from history, and use Flash to create an action and reaction. For example Ian Pavlov strikes a bell (the action), and his dog begins to salivate (the reaction)
You must draw your characters frame by frame using Flash. In addition to the character animation, you must incorporate one tweening animation.*

REQUIREMENTS

1. The animation must be created using Flash.
2. Characters must be drawn frame by frame using a Wacom Tablet.
3. Incorporate one (1) tweening animation.
4. You must create an animation that has an action and reaction in it.
5. Final Output size: 720x480, 12 fps
6. Approximate length: 2 minutes

Due date

Monday, January 10, 2006

Note

2 minutes = 120 seconds * 12 frames per second = 1440 frames

don't procrastinate

Project 3: 6 Second Cycle Animation

Draw a 12 fps 6 second animation of an action that will cycle seamlessly. The drawings will be done by hand on paper, and then scanned into the computer, where you will paint, sequence and output the animation.

REQUIREMENTS

1. The animation must be drawn on paper (e.g. punched bond).
2. Create at least 72 frames of animation that cycles seamlessly.
3. Hand draw a background (set) for your animation (This does not need to have its own animations: it can be a static image)
4. Scan, clean up, create alpha channels, and paint for each of your drawings in Photoshop.
5. The each image must include and use alpha channels for each frame.
6. Import and sequence the Photoshopped images into After Effects as a composition, and add your background.
7. Output size: 720x480 12fps
8. Submit the AfterEffects project file, as well as your Quicktime file in a folder labeled with your name.

Due date

Tuesday, January 17, 2006

Notes

Once you have scanned your drawn artwork, you use Photoshop to clean up and paint your animation, as well as to create alpha channels. Then you will import those files and sequence them in After Effects and export them as a Quicktime.

Project 4: Cut Out Animation

Animate a scene from a fairy tale. You must include a walk cycle and a close up of the character in the environment. Your layout must have a foreground, middle ground and background. The characters and layout may be created by hand, on the computer, or a combination of both.

REQUIREMENTS

1. Create a cut out animation character.
2. Create a Background layout. It must have a foreground, middle ground, and background.
3. Include a walk cycle and a close up of the character.
4. Final Output size: 720x480
5. Approximate length: 2 minutes

Due date

Tuesday, January 24, 2006

Project 5: Fine Cut

Now that you've had some time to work in the medium, your next assignment is to create a 2 minute fine cut animation complete with color bars, slate, countdown, black, title, transitions and credits. You will also create a sound design for your animation.

REQUIREMENTS

1. Sounds must synch to actions: you do not have to lip synch, however merely cutting and pasting a music to your animation is not acceptable.
2. Your final animations must have color bars, slate, countdown, black, titles and credits.
3. Final Output size: 720x480
4. Duration: 2 minutes

Due date

Tuesday, January 31, 2006

Note

All Resubmissions are also due next Tuesday.

Begin storyboarding your final projects. We will meet with you starting on Monday to discuss your final projects and look at your storyboards.

Project 5 may also be extended into your final project, if you wish.