COMMUNICATIONS & NEW MEDIA STUDIES
SPRING 2022

Title: Character & Interactive Animation   **Catalog Number:** CNMS 225
Credit Hours: 3   **Total Contact Hours:** 45
Professor: Kate Sibole   **Contact:** ksibole@smccme.edu

Class Schedule: **Class Zoom Link**
                             Embedded in BrightSpace Course
                             under "Communications" tab
                             Fridays 9:30am-12:15pm

General Office Hours: **Open Zoom Studio Drop In**
                             ID: 98123117973
                             Wednesdays 12:30-2pm

                             By appointment:
                             ksibole.youcanbook.me

CNMS 225 Character & Interactive Animation

Course Description

Students will learn Adobe Animate and Character Animator. Animate is used to author interactive multimedia and animation for television programs, online video, websites, web applications, rich internet applications, and video games. Character Animator is an Emmy-award-winning desktop application software product that combines live motion-capture with a multi-track recording system to control layered 2D puppets drawn in Photoshop or Illustrator. Prereqs: CNMS 111, Coreq/Prereq: CNMS 120 or 180

Course Objectives

Upon successful completion of this course, students will be able to:

● Analyze and create good and effective storyboards and concept art
● Produce simple to comprehensive interactive 2d Animations with an emphasis on character animation
● Discuss the role and history of 2D Animation
● Comply to professional best practices as mediated by industry standards

- Develop working knowledge of Adobe Animate and Adobe Character Animator

Class Methodology

Discussions, tutorial demonstration, hands-on studio based activities, and peer driven critique will make up each class. This is a course in understanding advanced concepts and applying that understanding in problem solving. In addition to the time we spend in class you will have to spend time outside reading related material, thinking through problems, sketching, researching, and working on homework assignments. Class meets once weekly for 2 3/4 hrs each meeting. It is anticipated that time will be split between discussion, demos, and studio development with direct access to your instructor as you work through design and technical challenges.

Furthermore, this course is a computer hands-on course and will require a computer with a webcam and mic. It is the student's responsibility to gain access to a computer, printer, and software required to complete all projects.

Student Evaluation and Grading: Grading Scale (as stated in college handbook)

- 93-100: A
- 90-92: A-
- 87-89: B+
- 83-86: B
- 80-82: B-
- 77-79: C+
- 73-76: C
- 70-72: C-
- 67-69: D+
- 60-66: D
- 0-59: F

Grading Criteria:

- Design Projects: 60%
- Lessons: 20%
- Class Contribution (in class and online discussion): 20%

A midterm grade will be posted in Week 10 and will be based on completion of work and participation during weeks 1-9.

Text, Tools, and Supplies

- Sketchbook
- Webcam
- Books

Required
Adobe Animate Classroom in a Book 2021
ISBN-13: 978-0136887423

Recommended (not Required)
Story Structure and Development: A Guide for Animators, VFX Artists, Game Designers, and Virtual Reality
ISBN-13 : 978-1498781732

Habits of Work Tier III

This is an Advanced 200 level college course and will require a significant amount of time, work, and effort outside of the classroom each week. Classes are designed around 180 hours of committed time.

- 45 hours of classroom/online classroom contact-including but not limited to: lectures, demonstrations, tutorials, critiques, screenings
- 2-3 hours per credit each week on work and study that happens outside of class time-including but not limited to: tutorials, group projects, note taking

TIER III Classes
For this 3 credit class, that equates to 8-10+ hours of additional work outside of class, each week. There is a combination of assigned projects, note taking, quizzes, tutorials, reading, and written requirements. You will have the opportunity to rework your assignments up until the end of the semester as long as progress deadlines are met throughout the semester.

Attendance & Missed/Late Work Policy: Synchronous online classes
You are required, as stated in the college handbook, to attend all classes. Attendance means being at all Zoom meetings on Mondays, 9:00am - 11:45am as well as participating in other available Zoom Studio sessions when able. Part of your grade is determined by both your attendance and your active class participation. For all classes you are expected to follow a professional, "real world" approach and attitude; that you show up on time, participate and make contributions in class discussions and activities, and complete assigned tasks.

Three consecutive unexcused missed classes will result in an Administrative Failure (AF). For every two instances of an unexcused late arrival or early departure, the student will receive an absence. Attendance will be maintained.

Zoom / Webcam
My preference is to be able to see you during collaborative class time, however, I can't make it a requirement. I understand that video conferencing can be invasive in your personal space. Consider using one of the digital backdrops available via zoom, design your own graphic, or hang your own backdrop, tapestry, or sheet behind your workspace. When I can see you, I am better able to gauge your understanding of the material. Your teachers are good at reading those visual cues! If you don't have a webcam and need one, let me know and we can sort something out for you.

I get it. It's weird to have your peers and teachers in your personal space! If you choose to not have your camera turned on during class meetings, there is still the expectation that you'll share your presence in other ways. That should go without saying if you're choosing to be visible during a zoom meeting!

All zoom lectures will be recorded and shared via google drive. The link to that drive will be shared so that if you do need to miss a class, the content of the meeting will be archived.

For Classes with any Face-to-Face Component
While the syllabus represents current plans, there may be changes during the semester in response to the on-going Covid-19 pandemic. Depending on the progression of the virus, it is possible that the College may have to suspend face-to-face instruction for part of the semester. If we must stop face to face instruction anytime during the semester, your instructor will contact you via your SMCC email or the Brightspace course homepage to discuss next steps for the course.

There is no required face to face participation in CNMS 260, however there will be voluntary, by appointment only printing opportunities. Please review the schedule when it is made available to you.

Miscellaneous
Cell phones, pagers, MP3 players, headphones and messaging are prohibited during class time. Please "silent" this equipment upon entering the classroom unless directed otherwise. Please do not disturb your fellow classmates during class or during open lab hours. Food and drink in the computer lab is prohibited.

End-of-Course Evaluation
Students complete evaluations for each course attended at SMCC. Evaluations are submitted online and can be accessed through the student portal. Students can access the course evaluations beginning one week before the end of classes. The deadline for submission of evaluations occurs Monday at 5 PM following the last day of the class. You will receive an email to your student email account when course evaluations are available.

ADA Syllabus Statement

Southern Maine Community College is an equal opportunity/affirmative action institution and employer. For more information, please call (207) 741-5798. If you have a disabling condition and wish to request accommodations in order to have reasonable access to the programs and services offered by SMCC, you must register with the Disability Services Coordinator, Sandra Lynham, who can be reached at 741-5923. Further information about services for students with disabilities and the accommodation process is available upon request at this number. Course policies about online testing are modified to suit each individual's accommodations.

The Learning Commons:

The library, tutoring and writing centers, and reference/research assistance (typically located on the second floor of South Portland's Campus Center and in the Midcoast's LL Bean Learning Commons and Health Science Center) will be fully available online during the fall 2020 semester.

Here you can find free academic support through individually scheduled and drop in, online tutoring. You can also find information literacy/research librarians, and professional academic strategy/planning mentoring online. While the physical space of the Learning Commons will not be available at this time, we can also work with you to set up zoom classrooms for small group study. Services are offered by appointment or as drop-in assistance.

To access services:
- Visit My Learning in My Maine Guide or
- Select the "tutoring needed" button if it appears inside your Brightspace course.

Whether On Site or Online, students have consistently reported that the Learning Commons is a friendly, risk-free, and helpful place to seek academic support. It has also been shown that those who make use of the Learning Commons do better in a course than those who do not. We strongly encourage you to take advantage of this valuable and enjoyable resource.

SMCC Pay-for-Print Policy

Each semester students receive a $20 printing credit. The balance resets at the end of the semester and any remaining credits are removed. The College's pay-for-print system monitors printing on all printers (including those in general access labs, library printers, Tutoring Services, Campus Center Lounge and technology labs). Be sure to log OUT of the system when you've finished your printing, to prevent unauthorized access to your account. Students can check the number of pages they have printed by using the Printing Balance tool available on SMCC computers (located in the lower right corner of the screen, near the clock). Departments with work study students who need to print documents for the department should contact the Help Desk at 741-5696 to have a special account set up. To find ways to reduce your printing charges, please go to the IT Help tab on My SMCC. If you have questions about the pay-for-printing policy

or your printing charges, please contact the Help Desk at 741-5696 or send an e-mail to helpdesk@smccme.edu.

Refunds

Print jobs are eligible for a refund in the event of mechanical or electronic error on the part of the printer, print server, or software used to submit the job. Jobs are not eligible for a refund in cases where the job was not set up correctly, was submitted multiple times, or the student is not satisfied with the result. To request a refund, please bring the offending print to the IT Department in the basement of the Ross Technology Center. Refunds will be granted in the form of a credit to the student's account.

Add-Drop Policy

Students who drop a course during the one-week "add/drop" period in the fall and spring semesters and the first three days of summer sessions receive a 100% refund of the tuition and associated fees for that course. Please note any course that meets for less than the traditional semester length, i.e., 15 weeks, has a prorated add/drop period. There is no refund for non-attendance.

Withdrawal Policy

A student may withdraw from a course only during the semester in which s/he is registered for that course. The withdrawal period is the second through twelfth week of the Fall and Spring semesters and the second through ninth week of twelve-week Summer courses. This period is pro-rated for shorter-length courses, usually 75 percent of course meeting times; please check with the Registration Office. To withdraw from a course, a student must complete and submit the appropriate course withdrawal form, available at the Registration Office. This process must be completed either in person or by using SMCC email accounts.

Plagiarism Statement

If an instructor suspects that a student has knowingly committed a violation defined in the Maine Community College System Policy on Student Grade Appeals and Academic Misconduct, the instructor has the authority to review the alleged misconduct and determine the grade that the student should receive for the assignment and the course. The instructor may assign a failing grade for the assignment or course and may require the student to complete additional work for the course. The instructor may consult with the department chair and/or the College's chief academic officer prior to making such decisions. If a student seeks to challenge an instructor's determination, the student should submit a grade appeal. Grade appeal forms are available in the Advising Office on the South Portland Campus or in the administrative offices in the Learning Commons on the Midcoast Campus. An instructor may also refer the matter to the College's disciplinary officer for review under the procedures of the MCCS Student Code of Conduct.

UNIT	LESSON PLAN / ASSIGNMENTS **subject to change based on guest speakers & general flow/grasp of material**	DEADLINE

1	COURSE OVERVIEW & INTROS

Class Meeting **Friday, Jan 21**	● Ice Breaker / Class Intro ● Course review ● Syllabus & Outline ● Navigating BrightSpace ● Creating Critique Culture	
	TASKS	**DEADLINE**
In Class Demo	**Lesson 1:** Getting Acquainted with Animate Gear needs, setting up	**In class**
Topical Discussion	Unit #1 Class Intros & Critique Culture	**Jan 28, 2022**
Reading/Screening	Principles of Animation	
Design Project	Explainer Video: Sketches & Scripting Online portfolio links: YouTube or Vimeo	

2	ADOBE ANIMATE: GRAPHICS & TEXT / PUBLISHING

Class Meeting **Friday, Jan 28** 9:30-9:45: Check In 9:45-11:30: Demo 11:30-12:15: Open Studio	● Document types ● Getting to know the workspace ● Panels ● Shapes & Selections ● Fills & Strokes / Swatches	
	TASKS	**DEADLINE**
In Class Demo	**Lesson #11:** Publishing **Principle #1:** Squash & Stretch	**In class**
Take Home Tutorial	**Lesson #2:** Creating Graphics & Text	**Feb 4, 2022**
Reading/Screening	Coloring the Kingdom History of Women in Animation	
Design Project	Explainer Video: Asset Design	

3 — ADOBE ANIMATE: SYMBOLS

Class Meeting
Fri, Feb 4
9:30-9:45: Check In
9:45-11:30: Demo
11:30-12:15: Open Studio

- Pacing & Timing
- Tweening & Motion paths
- Nested animation
- Design Project progress report

	TASKS	DEADLINE
In Class Demo	**Principle #2:** Anticipation **Lesson #3:** Animating Symbols	**In class**
Take Home Tutorial	**Lesson #4:** Advanced Motion Tweening	**Feb 11, 2022**
Reading/Screening	The Complete History of Flash Fleischer Studios Animation / Cartoon Process	
Master Study Discussion	**Flip books:** Hx of Animation-Max Fleischer & Cell Based Animation	
Project	Explainer Video: Scene Design	

4 — ADOBE ANIMATE: ADVANCED MOTION TWEENING / SHAPES & MASKS

Class Meeting
Fri, Feb 11
9:30-9:45: Check In
9:45-11:30: Demo
11:30-12:15: Open Studio

- Advanced motion tweening
- Motion editor
- Complex easing
- Animating masks
- Design Project progress report

	TASKS	DEADLINE
In Class Demo	**Lesson #4:** RECAP Advanced Motion Tweening **Principle #6:** Slow In and Slow Out **Principle #7:** Arc	**In Class**
Take Home Tutorial	**Lesson #8:** Animating Shapes & Using Masks	**Feb 18, 2022**
Reading/Screening	Animation Outlaws	
Project	Explainer Video: Asset Animation	

5

ADOBE ANIMATE: CHARACTER ANIMATION

Class Meeting
Fri, Feb 18
9:30-9:45: Check In
9:45-11:30: Demo
11:30-12:15: Open Studio

- Parenting
- Tweening
- Design Project progress report

	TASKS	DEADLINE
In Class Demo	**Lesson #5:** Character Animation with Tweens **Principle #4:** Straight Ahead and Pose to Pose	**In Class**
Take Home Tutorial	**Lesson #6:** Character Animation with Bones	**Feb 25, 2022**
Topical Discussion	The Clues to a Great Story	
Project	Explainer Video: Character Sketches	

6

ADOBE ANIMATE: ANIMATING THE CAMERA / SOUND & VIDEO

Class Meeting
Fri, Feb 25
9:30-9:45: Check In
9:45-11:30: Demo
11:30-12:15: Open Studio

- Creating a pseudo 3D space and Illusion of Depth
- Importing sound and video
- Basic interactive controllers
- Design Project progress report

	TASKS	DEADLINE
In Class Demo	**Lesson 7:** Animating The Camera **Principle #3:** Staging	**In Class**
Reading/Screening	**Screening:** Animation: The Great Directors	**March 4, 2022**
Take Home Tutorial	**Lesson #10:** Sound & Video	
Project	Explainer Video: Storyboarding	

7

ADOBE CHARACTER: PHOTOSHOP & ILLUSTRATOR REVIEW

Class Meeting
Fri, March 4
9:30-9:45: Check In
9:45-11:30: Demo
11:30-12:15: Open Studio

- Character Design
- Puppet naming structure in PS & AI
- Creating a basic face, eyes, eyebrows
- How to rename/organize and existing character
- Importing and using a sketch or photo reference
- Design Project progress report

TASKS		DEADLINE
In Class Demo	**PS & AI Review** of drawing and painting tools Layer naming and Management for Character **Principle #11:** Solid Drawing **Principle #12:** Appeal	**In Class**
Topical Discussion	So, You want to be an animator, huh?	**Mar 11, 2022**
Project	Explainer Video: Character to Puppet	

8

ADOBE CHARACTER: INTERFACE BASICS

Class Meeting
Fri, March 11
9:30-9:45: Check In
9:45-11:30: Demo
11:30-12:15: Open Studio

- Using library puppets
- Importing original puppets
- Setting up camera & mic
- Design Project progress report

TASKS		DEADLINE
In Class Demo	Adobe Ch Interface Intros Mouth sets/Visemes **Principle #10**: Exaggeration	**In Class**
Reading/Screening	The Kingdom of Dreams & Madness: A Year With the Brilliant Minds at Studio Ghibli	**March 25, 2022**
Project	Explainer Video: Puppet and Viseme development	

SPRING BREAK March 14-18
(go take a break and watch your cartoons)

9

ADOBE CHARACTER: TAGS & BEHAVIORS		
Class Meeting **Fri, March 25** 9:30-9:45: Check In 9:45-11:30: Demo 11:30-12:15: Open Studio	• Tagging, Behaviors, & Basic rigging • Behaviors • Body Tracking • Characterizer • Design Project progress report	
	TASKS	**DEADLINE**
In Class Demo	All Things Rigging in Character Characterizer	**In Class**
Reading/Screening	History of Animation Pt 1	**April 1, 2022**
Project	Explainer Video: Character Rigging & Tagging	

10

RECORDING & EDITING & LIP SYNCHING		
Class Meeting **Fri, April 1** 9:30-9:45: Check In 9:45-11:30: Demo 11:30-12:15: Open Studio	• Phonemes & Visemes • Design Project progress report	
	TASKS	**DEADLINE**
In Class Demo	Creating An Animated Livestream **Principle #9:** Timing	**In Class**
Reading/Screening	I Know That Voice	**April 8, 2022**
Project	Explainer Video: Character Voice over	

11

ADDING PHYSICS TO A CHARACTER & SCENE		
Class Meeting **Fri, April 8** 9:30-9:45: Check In 9:45-11:30: Demo 11:30-12:15: Open Studio	- Collidable Objects - Dangle physics - Particle systems - Design Project progress report	
TASKS		**DEADLINE**
In Class Demo	**Principle #8:** Secondary Action	**In Class**
Topical Discussion	DIY	**April 15, 2022**
Project	Explainer Video: Animating Character & Assets in Scene	

12

TRIGGERS / WALK CYCLES / INVERSE KINEMATICS		
Class Meeting **Fri, April 15** 9:30-9:45: Check In 9:45-11:30: Demo 11:30-12:15: Open Studio	- Hand control - Keyboard Triggers - Design Project progress report	
TASKS		**DEADLINE**
In Class Demo	Loop & Blink Cycles, Walk Cycles, IK **Principle #5: Follow Through & Overlapping Action**	**In Class**
Reading/Screening	History of Animation PT 2	**April 22, 2022**
Project	Explainer Video: Character Loop / Walk Cycle	

13

MERGING SOFTWARE / OPEN STUDIO / TROUBLESHOOTING

Class Meeting
Fri, April 22
9:30-9:45: Check In
9:45-10:30: Demo
10:30-12:15: Open Studio

- Animation Workflow
- Design Project progress report

TASKS		DEADLINE
In Class Demo	Animation Workflow: AU / CH / AE / PR /AU Exporting completed projects	**In Class**
Project	Explainer Video Construction	April 29, 2022

14

MERGING SOFTWARE / OPEN STUDIO / TROUBLESHOOTING

Class Meeting
Fri, April 29
9:30-9:45: Check In
9:45-10:30: Demo
10:30-12:15: Open Studio

- Animation Workflow
- Design Project progress report

TASKS		DEADLINE
In Class Demo	Mixing Animation & Reality (CH/AE/PR)	**In Class**
Project	Explainer Video Construction	May 6, 2022

15

MERGING SOFTWARE / OPEN STUDIO / TROUBLESHOOTING

Class Meeting
Fri, May 6
9:30-9:45: Check In
9:45-10:30: Demo
10:30-12:15: Open Studio

- Open work session-project troubleshooting
- Exporting & Rendering
- Design Project progress report

TASKS		DEADLINE
Project	Explainer Video Construction	May 13, 2022

16

FINAL PORTFOLIO PRESENTATION

Class Meeting
Fri, May 13
9:30am-12:15pm

- Final Portfolio Presentation & Class Par-tay