



United States
International
University-Africa

SCHOOL OF COMMUNICATION, CINEMATIC &
CREATIVE ARTS

ANM 1020 FUNDAMENTALS OF ANIMATION

1.0 COURSE DESCRIPTION

This course introduces the student to the twelve principles of animation and their application. Such include squash and stretch, anticipation, timing, ease in –ease out, arcs, solid drawing, secondary action, pose to pose & straight away action, follow through & overlapping action, staging, appeal, and exaggeration. This class provides a hands-on approach to the fundamentals of animation in order to prepare the student to confront issues of movement and timing in their continuing studies.

2.0 PURPOSE OF COURSE

The purpose of this course, is to provide students with a comprehensive understanding of the foundational principles, techniques, and concepts involved in the art and science of animation. This course aims to equip students with the knowledge and skills necessary to create engaging and effective animated content.

3.0 EXPECTED LEARNING OUTCOMES

Upon successful completion of the course, the learner will be able to:

- Demonstrate a comprehensive understanding of fundamental animation principles.
- Understand animation and the process involved in creating an animation

4.0 COURSE CONTENT

TOPIC	SUB-TOPIC
WEEK ONE	
Introduction to Animation	• Introduction to the course & it's objectives • What is Animation? • The three main categories of animation; Traditional animation, Stop-motion animation, and computer animation.
WEEK TWO	
The Animation Process	• Starting an Animation studio- tools & equipment • An overview of the animation process. • Pre-production, production and post production.
WEEK THREE	
Principles of Animation	• An introduction to the principles of animation.

WEEK FOUR	
Squash & stretch, and Exaggeration in animation.	• Applying squash and stretch in your animation. • Applying squash and stretch in your animation.2
WEEK FIVE	
Animating an action	• Anticipation and action • Secondary action in animation.
WEEK SIX	
The laws of physics in animation.	• Follow through and overlapping action. • Applying principle of inertia in animation
WEEK SEVEN	
Mid- Semester Exams	
WEEK EIGHT-NINE	
Staging in animation	• How to stage an action in animation – Staging techniques
WEEK TEN-ELEVEN	
Application of timing in animation.	• Straight ahead action and pose to pose. • Slow in, Slow out. • Timing • Slugging in Animation.
WEEK TWELVE	
Creating believable characters	• Arcs • Solid drawing • Appeal
WEEK THIRTEEN	
Exam preparation and revision.	
WEEK FOURTEEN	
End – semester assessment	

5.0 MODE OF DELIVERY

The class will require the input of all students on a regular basis. The emphasis will be on preparing students to be self-sufficient learners. Class lectures, group work and tutorials are the primary modes of delivery.

6.0 INSTRUCTIONAL MATERIALS AND/ OR EQUIPMENT

- Sketchbook
- Pencils
- Computer
- Projector

7.0 COURSE ASSESSMENT

SUBJECT		MARKS
Attendance and participation	*If you miss more than 3 classes (F)	10%
Assignments:		20%
Individual & Group projects		20%
Mid semester Exam		20%

Final Exam		30%
TOTAL		100

8.0 OTHER REQUIREMENTS

8.1. Assignments and Projects

All assignments, tests, and projects will be posted on the blackboard platform. **Late submission of these tasks will attract a penalty of (minus) - 5 marks. Submissions done after a week from the deadline date will result to zero marks.**

Students will be required to participate in group work, presentations and other tasks required of them in accordance to any assignment issued.

8.2. Key Institutional Academic Policies

Students should note the following are key policies as outlined in the University Catalogue and Students' Handbook

1. Academic dishonesty

- a. Any intentional giving or use of external assistance during an examination without the express permission of the faculty member giving the examination.
- b. **Fabrication:** any falsification or invention of data, citation, or other authority in an academic exercise;
- c. **Plagiarism:** any passing off another's ideas, words, or work as one's own;
- d. **Previously Submitted Work:** presenting work prepared for and submitted to another course;

2. Class Attendance

Students are expected to attend all classes. To get a grade in a course, a student must attend at least 75% of the classes in that course. At both the undergraduate and graduate levels the maximum allowable absences – **seven (7)** for twice a week classes, and **three (3)** for once-a-week classes. This translates to missing 25% of class contact hours. Any absences in excess of these limits, whether excused or in-excused, will automatically lead to an “F” grade.

8.3. Course Regulations

Attendance

Students are expected to come to class on time and remain in the classroom for the entire session without disruptions. **Students who come to class 15 minutes after class will not be allowed to sign the attendance sheet.** Coming to class, getting to class on time, and remaining the entire time are valuable parts of a student's training and education. If you have a conflicting work schedule, you need think seriously about dropping the course to avoid future problems. The University attendance policy will be upheld under all circumstances.

It is the responsibility of every student to ensure that they catch up on any classes they may have missed as well as assignments and class activities given before the next scheduled class.

Make Up Policy

Make up examinations will only be given and late papers will only be accepted in cases of a documented medical emergency, personal tragedy, legal proceeding, university-sanctioned events, and death of an immediate family member (parent, sibling, or child). The lecturer should be informed in advance if a student will miss an examination or submit an assignment after the due date whenever possible. In the case of medical emergencies, any medical reports submitted to the course instructor as supporting evidence should first be validated by the university health centre before being issued to the course instructor by the student.

Examinations

Please note the dates for the examinations before you make travel plans or plan to be away from USIU. Make up examinations will only be provided due to a medical emergency, personal tragedy, or students are attending a university-sanctioned event. Students will be required to submit documentation.

Class Participation

Students are expected to engage in the class by answering questions, asking questions, or bringing up topics, comments, observations, and criticisms for discussion. For this to occur, students must complete the readings and exercises prior to each class meeting. Students are expected to prepare for each class to make it enjoyable and rewarding for the lecturer and students.

Withdrawal Policy

Students are responsible for keeping track and adhering to the University's withdrawal deadline. If you choose to stop attending class and you have not withdrawn, you will receive an F for the course—no exceptions.

Classroom Environment

- Students are expected to be respectful to the instructor and to each other. Words or actions that create a hostile environment will not be tolerated.
- Students are not allowed to eat or drink in class.
- Students are expected to come to class on time and to remain for the duration of the class period without disruptions.
- The use of laptops, cell phones, tablets, or any other electronic device is not allowed during class unless directed by the course instructor.

9.0 TECHNICAL SUPPORT

Phone: +254730116333

Email: helpdesk@usiu.ac.ke

WhatsApp: +254735000377

10.0 USIU GRADING SYSTEM

A	90-100	C	70-73
A-	87-89	C-	67-69
B+	84-86	D+	64-66
B	80-83	D	63-62

B-	77-79	D-	60-61
C+	74-76	F	0-59

11.0 CORE READING MATERIALS FOR THE COURSE

a) Textbooks

Wells, P. and Moore, S. (2016). The Fundamentals of Animation, Second Edition. Bloomsbury.2.

Williams, Richard (2012). The Animator's Survival Kit: A manual of methods, principles and formulas for classical, computer, games, stop motion and internet animators. New York: Farrar, Straus and Giroux

Wright, J.A. (2013). Animation Writing and Development: From Script Development to Pitch. Burlington, MA: Focal Press.

Character animation in 3d: use traditional drawing techniques to produce stunning CGI animation by Roberts, Steve, 1941

Whitaker, H., Halas, J. and Sito, T. (2009). Timing for Animation, Second edition. Burlington, MA: Focal Press

