ART 106O: 2D ANIMATION

WELCOME TO ART 106O - UCSC SUMMER SESSION 2

ONLINE COURSE FORMAT - WHAT TO EXPECT

Art 106O is a 100% online course - all course materials are accessed online, and all projects and assignments will be submitted online via the course site. The Art 106O curriculum is built around 4 projects that are accompanied by in-depth, step-by-step tutorial videos, peer discussion boards and lecture content tailored to the history and examples of relevant animation forms and techniques.

106O does not require any in-person meetings, nor are there any required online meeting times. Every week there will be consistent deadlines for projects and assignments, usually on Thursdays and Mondays. Other than these weekly progress markers, WHEN you work on projects and assignments, watch video tutorials, and view other course materials each week is completely up to you.

A dedicated internet connection is required to take this course, as well as access to a computer that can run Adobe Photoshop and After Effects. It is possible to take this course using a computer lab or other shared computer space to complete course projects, since all other course materials and most other assignments such as write-ups, discussion posts and online quizzes can be viewed and submitted via a tablet or mobile device.

Students who are interested in taking 106O but anticipate a few days without internet access and/or would require working ahead within the 5 week session, should contact the instructor well in-advance - in most situations, accommodations can be made.

COURSE SOFTWARE REQUIREMENTS

Course projects will require Adobe Photoshop for all 5 weeks and Adobe After Effects starting Week 3. It is highly recommended that students purchase a 1-month subscription to Adobe CC, and install both programs on their computer. This cost is comparable to a single textbook, and allows you to install every program that Adobe makes. Keep in mind that if you already have access to a version of Photoshop (CS6 or higher), there are different pricing options for subscribing to a single Adobe product, such as After Effects. All of these different pricing options can be viewed at adobe.com. When looking at education discounts, be sure to note if there are annual contracts required.

It is totally possible to take this course using a lab or shared computer space to complete the course projects. If you are considering this option, be sure to check the software available at the computer labs at your home campus. At UCSC, an adequate version of Photoshop is available on many library computer workstations and in other labs, while After Effects is a little less available. This availability will change based on your home campus. Adobe subscriptions also allow you to install the same program on up to 2 computers.

TENTATIVE WEEKLY SCHEDULE

Week 1 - Intro, Frame Animation +Rotoscoping

Intro Module

Module 1 - Rotoscoping + Frame Animation

Peer discussion posts + mid-progress Rotoscoping Project 1 due Thursday PM of Week 1

Completed Rotoscoping Module 1 Project due Monday PM of Week 2

Week 2 - Stop Motion Animation

Module 2 - Stop Motion

Peer discussion posts + mid-progress Stop Motion Project 2 due Thursday PM of Week 2

Completed Stop Motion Project 2 due Monday PM of Week 3

Week 3 + 4 - Animated Text

Module 3 - Animated Text + Intro to After Effects - Tweening Animation

Peer discussion posts + mid-progress Animated Text Project 3 due Monday PM of Week 4

Completed Animated Text Project 3 due Monday PM of Week 5

Week 4 +5 - Narrative Animations

Module 4 - Building Narratives, Storyboards + Animatics

Peer discussion posts + mid-progress Narrative Project 4 due Thursday PM of Week 4

Completed Narrative Project 4 due Friday PM of Week 5

Week 5 - Course Wrap-up