New Course Request

Check Appropriate Boxes: Undergraduate credit [✓] Graduate credit [ ] Professional credit [ ]

1. School/Division: Informatics
2. Academic Subject Code: NEWM-N
3. Course Number: 238 (must be cleared with University Enrollment Services)
4. Instructor: John Brian Ludwick
5. Course Title: 2D Animation

Recommended Abbreviation (Optional) (Limited to 32 Characters including spaces)

6. First time this course is to be offered (Semester/Year): Fall 2010

7. Credit Hours: Fixed at [ ] 3 [ ] or Variable from _________ to _________

8. Is this course to be graded S-F (only)? Yes [ ] No [✓]

9. Is variable title approval being requested? Yes [ ] No [✓]

10. Course description (not to exceed 50 words) for Bulletin publication: P: N101. Introduction to traditional techniques for 2D animation, and their application in digital media. An exploration of the 12 principles of animation and how to use them to create effective animations.

11. Lecture Contact Hours: Fixed at [ ] 3 [ ] or Variable from _________ to _________

12. Non-Lecture Contact Hours: Fixed at [ ] 0 [ ] or Variable from _________ to _________

13. Estimated enrollment: 25 of which 0 percent are expected to be graduate students.

14. Frequency of scheduling: F/S [ ] Will this course be required for majors? _________

15. Justification for new course: Redesign of New Media Curriculum

16. Are the necessary reading materials currently available in the appropriate library? Yes [ ]

17. Please append a complete outline of the proposed course, and indicate instructor (if known), textbooks, and other materials.

18. If this course overlaps with existing courses, please explain with which courses it overlaps and whether this overlap is necessary, desirable, or unimportant.

19. A copy of every new course proposal must be submitted to departments, schools, or divisions in which there may be overlap of the new course with existing courses or areas of strong concern, with instructions that they send comments directly to the originating Curriculum Committee. Please append a list of departments, schools, or divisions thus consulted.

Submitted by:

[Signature]
Department Chairman/Division Director

Date 6/20/2019

[Signature]
Dean

Date

[Signature]
Chancellor/Vice-President

Date

[Signature]
University Enrollment Services

Date

After School/Division approval, forward the last copy (without attachments) to University Enrollment Services for initial processing, and the remaining four copies and attachments to the Campus Chancellor or Vice-President.

University Enrollment Services Final—White; Chancellor/Vice-President—Blue; School/Division—Yellow; Department/Division—Pink; University Enrollment Services Advance—White
Course Outline

Course Number: N238

Course Title: 2D Animation

Credits: 3 hours

Instructor: John B. Ludwick
Office Address: 535 West Michigan Street, IT467
Office Phone: 317-278-9203
Office Hours: (when students may find you in your office)
Email Address: jludwick@iupui.edu

Course Description:
Introduction to traditional techniques for 2D animation, and their application in digital media. An exploration of the 12 principles of animation and how to use them to create effective animations.

Prerequisites: N101

Required Text: None

Equipment needed:
- Storage media: CDs, Portable Drives.
- a 9" x 12" hard cover sketchbook (found at Borders downtown, Michael's Arts & Crafts Store, Hobby Lobby) for taking notes, planning animations.

Course Outcomes:
Students will know the 12 principles of animation, can troubleshoot their own animation work, and apply those skills to the temporal program of their choice.

Expectations/Guidelines/Policies:
Attendance: Students are allowed three (3) absences due to ANY personal circumstance. Every absence after the third (3rd) reduces the student's final course grade by an entire letter. Each of these situations will be individually evaluated.

An absence is not a failure to attend class but a failure to sign the attendance sheet. At each class session an attendance roster will be passed around for the first 20 minutes of class. A signature is confirmation that the student will receive credit for that lecture or lab's attendance. After 20 minutes the attendance roster will no longer be available and any student arriving after that time will be considered absent. Previous class attendance rosters are final. It is your responsibility to find the attendance sheet and sign your name on it.
Class assignments: There will be 7 class assignments. Points will be allocated for each and may require additional time outside of the class session to complete. You are responsible for managing and maintaining your files from assignments. The instructor is not responsible for missing or damaged files. In the case of labs, there will be no make-ups - therefore if you miss the lab you lose the points.

Participation: Each time you fail to complete an assignment, 20 points will be deducted from your Participation Grade (which starts automatically at 200 points). This will be on top of the usual penalties for late assignments described in the Class Rubrics. If you are out of Participation points, the 20 points will be removed from the Final Project.
There will be many spontaneous assignments handed out over the course of the semester (marked “Participation”) during class that don’t fit under any of the categories listed below. All exercise your ability to animate.

Grading Information:
Failure to complete any requirements, assignments, or labs could result in a failing grade. You have ONE WEEK to dispute a grade after it is posted. After that, the grade is final. This reduces research time and increases the accuracy of the grade with fresh, recent, facts. All late work will be penalized according to the Class Rubrics.

Assignments and Point Values
Assignments and Point Values
200 pts - Participation
100 pts - Overview, Bouncing Ball
100 pts - Solid Drawing, Posing
100 pts - Staging
100 pts - Pendulum/Weight
100 pts - Bouncing Ball and Tail
100 pts - Improvised Walk
200 pts - Contrasting Motion
1000 pts - Total
You retain 10 points on every project for observing:
- The naming convention, "lastname_projectname.file extension". "Untitled12_final" will earn you a 10-point penalty.
- The requested file format. A .psd delivered in a lieu of a jpeg is a 10-point penalty.

Class Format: 1.5 Hrs lecture & discussion / 1 Hr assignment
Topics:

Pre-Class: Take the 12 Principles Exam.
Class 01 - Syllabus, Overview
Class 02 – The 12 Principles
Class 03 – Signature: Timing Exercise
Class 04 – Bouncing Ball: Thumbs, Keys, Timing, Observation
Class 05 – Bouncing Ball II: Ares, Squash & Stretch, Spacing
Class 06 – Bouncing Ball III: Refinement Passes on Animation, Final Submissions
Class 07 – Bouncing Ball IV: Class Critique
Class 08 - Overlapping Action Exercise
Class 09 – Analyzing Video Reference and Motion
Class 10 – Reference Filming for Walk
Class 11 – Walks and Walk Film Reference
Class 12 – Walk Thumbs and Keys
Class 13 – Walk Breakdowns and Tweens
Class 14 – Walk Refinement
Class 15 - Student presentations and Critiques
Class 16 - Wrap-up Exam

Grading scale [percentages and/or points]
A+ = 100
A   = 97 - 99.0
A-  = 93 - 96.9
B+  = 87 - 92.9
B   = 83 - 86.9
B-  = 80 - 82.9
C+  = 77 - 79.9
C   = 73 - 76.9
C-  = 70 - 72.9
D+  = 67 - 69.9
D   = 63 - 66.9
D-  = 60 - 62.9
F   = 0 - 59.9

Other Policies
Policy on Academic Dishonesty /Integrity
Using another student’s work on a project, assignment, or any other form of dishonesty will result in a grade of zero and possibly an “F” in the course and will be referred to the Dean of Students. All students in New Media should aspire to high standards of academic honesty. This class encourages cooperation and the exchange of ideas. However, students are expected to do their own work.

Policy regarding late work and make-up exams
Class assignments are expected to be finished and handed in on time. Late assignments will have a letter grade deduction after each day not completed.

All students are responsible for reading the Code of Student Rights, Responsibilities and Conduct of IUPUI.

Policy on Plagiarism
Plagiarism: (adapted from the definition by the School of Liberal Arts) is the use of the work of others without properly crediting the actual source of the ideas, words, sentences, paragraphs, entire articles, music or pictures. Using other students’ work (with or without their permission) is still plagiarism if you don’t indicate who initially did the work. Plagiarism, a form of cheating, is a serious offense and will be severely punished. When an instructor suspects plagiarism, he/she will inform the student of the charge; the student has the right to respond to the allegations. Students whose work appears to be plagiarized may be asked to produce earlier drafts of the work. Students should, for this reason and as a protection in cases of lost papers, diskettes, retain rough drafts, notes and other work products for 2 or 3 weeks after the end of each semester. The penalties for plagiarism include reprimands, being failed for a particular exam, paper, project or the entire course, disciplinary probation, or dismissal. Faculty, after consulting with their chair and/or the dean must notify students in writing of their decision. Students have the right to appeal such decisions by submitting a petition.

Policy regarding children attending
“Children are not permitted to attend class with parents, guardians, or childcare providers. This conduct has the effect of unreasonably interfering with an individual’s work or academic performance creating an offensive learning environment.”

“A student must not violate course rules as contained in a course syllabus, which are rationally related to the content of the course or to the enhancement of the learning process in the course.” [Code of Student Rights, Responsibilities, and Conduct, page 29]