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: 438 (must be cleared with University Enrollment Services)
4. Instructor: John Brian Ludwick

5. Course Title: Advanced 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: N238. The creation, development, and production of animation utilizing advanced methods of performance and movement. Possible topics include character and environment design, soundtrack, syncing, backgrounds, and animation and motion principles.

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: 16/30/2009

Approved by: 

[Signature]
Dean

Date: 1 July 2009

[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.

UPS 794
University Enrollment Services Final—White; Chancellor/Vice-President—Blue; School/Division—Yellow; Department/Division—Pink; University Enrollment Services Advance—White
N438
Advanced 2D Animation

Credits: 3 Hours

Instructor: John B. Ludwick, and others
Office Address: 535 West Michigan Street, IT 467
Office Phone: 278-9203
Office Hours: By Appointment Only

Course Description

The creation, development, and production of animation utilizing advanced methods of performance and movement. Possible topics include character and environment design, soundtrack, syncing, backgrounds and animation, and motion principles.

Prerequisite

N238

Recommended Text

The Animator’s Survival Kit!

Equipment needed

Your irrepressible passion, Data storage of some kind (jump drives, etc.)

Software

Any software that works temporally can be used with this class. Adobe AfterEffects, Maya, Macromedia Flash, etc. are directly addressed only as a means of communicating the concepts at hand.

Assignments and Point Values

200 pts - Class Participation
100 pts - Brainstorming, Pitching
100 pts - Storyboards
100 pts - Animation Gestures/Backgrounds
100 pts - Keys
100 pts - Breakdowns
100 pts - Polished Animation
100 pts - Flash Puppetry
100 pts - Lip Syncing
1000 pts - Total

Weekly Schedule

1. Class Overview
2. Brainstorming, Pitching
3. Storyboards
4. Sound Recording, Reference Recording
5. Animation Gestures/Backgrounds
6. Animation Gestures/Backgrounds
7. Keys
8. Breakdowns
9. Polished Animation & Backgrounds
10. Polished Animation & Backgrounds
11. Flash Puppetry & Effects
12. Flash Puppetry & Effects
13. Lip Syncing
14. Lip Syncing
15. Project presentations
16. Wrap-up Party!