

Off.hrs: mon & wed 10-12 / t & th 11-12 rm.#:CY208

Gary Mesa-Gardo

ph: x5157 eml: g.mesaga@morehead-st.edu

art 410: computer animation

wp: http://people2.morehead-st.edu/fs/g.mesaga

S y 1 1 a b u s

course: art 410-001 mon & wed 12:40 > 2:50pm

Spring 2009

METHODS AND MATERIALS: There is no text to buy for this course, however, you will be required to read information from PDF manuals and online help located on each of the computers in the computer lab as well as reference materials and books from the library. You will be responsible for purchasing the following: Note book, Sketch Pad, Pens, Pencils, several CD-RW, CD-R & DVD-R Disks for B/U or an external USB or Firewire Hard Drive. All of which can be purchased at the University Book Store & Wal-Mart as well as any electronic & superstores, ex. BestBuy, Circuit City, Target, etc. or you can find very good deals online at MacMall, Amazon, Tech for Less, etc.

ATTENDANCE POLICY: ATTENDANCE IS MANDATORY! You are allowed 3 unexcused absences. For every absence after 3 you will lose 1 Letter Grade off of your final cumulative grade. Excused absences consist of a written doctors note or evidence of a death in the family. Other legitimate excuses include religious observations and involvements in University sponsored activities.

Campus Safety Statement:

Emergency response information will be discussed in class. Students should familiarize themselves with the nearest exit routes in the event evacuation becomes necessary. You should notify your instructor at the beginning of the semester if you have special needs or will require assistance during an emergency evacuation. Students should familiarize themselves with emergency response protocols at <http://www.moreheadstate.edu/emergency>

LAB USE FOR STUDENTS: All students that are enrolled in this class are permitted access to the lab during lab hours and when other classes are not using the lab. (see hours listed at door of rm. # 210) The computer lab is a place for creating and learning not a social activities facility. There is no eating, drinking or smoking in the lab. There is a graduate student lab assistant in the lab during evening hours who will monitor lab operations and activities. These attendants are in charge of the lab when a faculty member is not present. You may ask them for help but they may not know all the answers.

STUDENT NEEDS: In compliance with the Americans with Disabilities Act (A.D.A.) All qualified students enrolled in this course are entitled to "reasonable accommodations." It is the student's responsibility to inform me of any special needs before the end of the second week of classes. Respect for the diversity of peoples, cultures, world views and thoughts are essential to the pursuit of healthy intellectual inquiry and creative exploration, and will be expected from both faculty and students.

COURSE DESCRIPTION:

This course is designed to give students an opportunity to work with computer programs that will allow them to animate their ideas. First with more traditional cell by cell techniques as well as digital camera & video techniques and then with non-linear video editing and concepts in vector animation. Students will be given instruction and guidance on various animation & video programs that will test their abilities to retain info. about specific software programs as well as their creative ability to solve problems. This course addresses several of the new and/or experienced teacher standards at the information, knowledge, or skill levels. Grading will be based on the results of the finished projects from each student, attendance and class participation. Students will be expected to participation in group and personal critiques of her or his work. Students will be able to: understand and skillfully apply various techniques and technologies in the production and presentation of art work; use knowledge of visual characteristics to effectively convey their ideas; reflect upon & assess the characteristics & merits of their work and the work of other; & communicate about art effectively in written and oral form.

Cell Phone Policy: There will be no cell phone use permitted during class time. When in class cell phones must be turned off. If a student is expecting an important call they must inform the instructor at the beginning of class and only then may they turn it on and set it to vibrate. When receiving an emergency call students must excuse themselves from class and take the call in the hallway.

STUDENTS ENROLLED IN THIS CLASS HAVE AN EMAIL ADDRESS, A LOGIN I.D. AND A PASS-WORD. YOUR LOGIN IS THE NUMBER ON YOUR STUDENT I.D. CARD PROCEED BY AN "m" OR CALL 3-5000 FOR INFO. TECH. HELP IF YOU HAVE ANY PROBLEM USING YOUR ACCOUNT. YOUR PASSWORD CAN BE CREATED BY YOU @ MSU'S WEB SITE. YOU WILL NEED THIS BY THE 1st WEEK OF CLASS, SO DO NOT PUT IT OFF. THIS WILL BE THE PRIMARY WAY YOU WILL RECEIVE YOUR ASSIGNMENTS, AND COMMENTS ON ASSIGNMENTS THAT YOU TURN IN.

What I Expect From You: As a student at Morehead State University you are expected to show up on-time and be prepared for each class. All students at MSU are required to abide by accepted standards of academic honesty. Academic honesty includes doing one's own work, giving credit for the work of others, and using resources appropriately. Violation of accepted standards can result in a sanction that may include failure of a particular assignment or exam, failure of a particular class, or other appropriate disciplinary action. Morehead State University prides itself on the pursuit and retention of diversity and tolerance. Respect for the diversity of peoples, cultures, world views and thought are essential to the pursuit of healthy intellectual inquiry and creative exploration, and will be expected from both faculty and students.

GRADING: The following letter grades will be used in evaluation of your assignments. For the midterm and final tests a grading scale will be used and given to you after each test.

- A= Outstanding! Takes problem beyond the assignment to a personal solution, in form of ambition, creativity and complexity.
- B= Good. Goes beyond the assignment, but may be deficient in skill and/or imagination.
- C= Average. Follows the assignment and turns it in on time.
- D= Deficient. Misses the conceptual and technical level of expectation, not following assignment.
- E= Failure to complete assignment, Assignment(s) not turned in.

ART 410 (M&W) 12:40 - 2:50pm COMPUTER ANIMATION COURSE OUT-LINE FOR SPRING 2009

•Outline of course content:

Week 1: Hardware and Software terminology & Macintosh platform and system software re-orientation. (oh Speed Racer, I am not worthy; tech me oh great master)

Week 2: Re-Introduction to Photoshop and Introduction to AfterEffects software and explore crossover possibilities, (is that a puppet on your harddrive or are you just happy to see me?)

Week 3-4: Exploring AfterEffects capabilities of using Vectors. (oh why do you pooh pooh the pen tool?)

Week 5-6: Photoshop Staging Techniques combined with AfterEffects key framing. (is that a Monty Python on your jump drive or are you just happy to see me?)

Weeks 7-8: Scanner + Found Film + Photoshop + After Effects = Rotoscoping (serve at 360° with a healthy side order of Garage Band)

Weeks 9: Introduction to Flash (let the tweening begin)

Weeks 10-11: Flash tutorials (lets get started with some light stretching. Let your colors flow)

Week 12-14: Flash vs. Art History: which one will win, you decide?!

Week 15-16: Make your own damn DVD!

•Note: Sequence and specific assignments subject to variation based on preference of instructor.