



## INTRO TO ANIMATION

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COURSE SYLLABUS

Fort Hays State University  
College of Arts, Humanities, and Social Sciences  
Department of Art and Design  
Thomas Giebler

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### COURSE INFORMATION

#### ART 475 C - Introduction to Animation

Credit Hours // 3.0

Semester & Year // Spring 2024

Course Prerequisites // Computer Assisted Graphic Design

Location of Class // AD 202 (*Schmidt Foundation Center for Art and Design, Room 202*)

Class Time\* // Tuesday/Thursday - 9:00 AM – 10:15 AM

\*Optional additional hour of work time will be hosted directly after the official end of class

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### INSTRUCTOR INFORMATION

#### Thomas Giebler

Assistant Professor of Motion Design & Animation

Office: Schmidt Foundation Center for Art and Design, Room 211

Office Hours: By appointment; <https://calendly.com/tjgiebler2>

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785.628.4435 (office)

316.243.8067 (mobile)



[tahemus.com](http://tahemus.com) - view for education and professional experience details

#### ART & DESIGN DEPARTMENT OFFICE

Lauren Sargent

Administrative Assistant

Office: Schmidt Foundation Center for Art and Design, Room 119

Office Hours: Weekdays 8:00am - 4:30pm

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### TEXTBOOK AND COURSE MATERIALS

#### **Technology Requirement:**

All students enrolled at Fort Hays State University are expected to have a computer\* for use in a variety of university learning experiences. **\*On-campus students are expected to have a laptop to ensure mobility.**

TigerTech only provides assistance with accessing and using FHSU hosted systems and University-owned equipment. FHSU does not sell computers and does not provide computer repair for student devices.

#### **Hardware:**

To meet basic security, networking, and upgrade requirements, your computer should be running Windows 7 (or newer) or Mac OS X (or newer). Ideally, your computer's warranty should be supported by the manufacturer throughout your college career. Chromebooks and iPads are not recommended for use as your primary device due to limited functionality. Ask your instructor or academic department to learn about any specific technology requirements that may apply for each course in which you are enrolled.

#### **Software:**

Enrolled students at FHSU can take advantage of a variety of options to get FREE and/or discounted software for use on personal devices at [www.fhsu.edu/tigertech/software/](http://www.fhsu.edu/tigertech/software/). If you have any technical issues, contact FHSU TigerTech 785-628-3478, notify to the instructor.

Motion design and animation require some horsepower when it comes to hardware and software. The computers in either design department laboratories are sufficiently updated and should be utilized as much as possible for student projects.

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### COURSE DESCRIPTION

Kinetic content has such prevalence in the world today. From short form video content shared on social media to world-wide ad campaigns that utilize real-time augmented reality, motion design is everywhere. So how does one begin to dive into the world of movement This introductory level course will provide students with an outlet to explore accessible forms of animation and to learn about the animation industry's history. Students will be expected to complete animation based projects and writings. Overall, the course aims to get students excited about making things move!



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### COURSE LEARNING OUTCOMES

#### After completing this course, students will be able to

- Approach prompts with a motion-oriented mindset
- Have a basic understanding of animation and motion design principles
- Have a basic understanding of the history of animation
- Create visual narratives through accessible forms of animated media
- Identify various animation methods
- Identify and explore historical and contemporary animators and motion designers
- Understand the core principles of animation
- Make things move!

#### Prerequisites:

Introduction to Animation is an entry level motion design course. A basic knowledge of design concepts and procedures is recommended.

#### Course Expectations:

To be successful in this course, students will be expected to:

- Deliver projects with a cohesive idea or design concept
- Meet the requirements of the given assignment
- Appropriately justify story and design concepts in their own work - Compare and contrast personal ideas with the work of others
- Apply critical thinking and judgment in order to solve problems
- Manage time, plan for projects, and be present for class activities.

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### TEACHING, LEARNING METHODS, & COURSE STRUCTURE

#### Blackboard

This tool is a university standard and will serve as the central hub for this class. Here you will find announcements, project information, links to video content, and more. Blackboard is also where you will turn in assignments. So, for this class, it will often require uploading a video within the relevant project module. Blackboard is good about sending alerts, but it *is always good to check the course page early and often.*



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### **VidGrid**

Used in connection with Blackboard, VidGrid is a video service that will host example videos, reels of relevant work, or any other video necessary for the course. Short tutorials and other video content will also be served with VidGrid.

### **Instructional Approach & Course Structure:**

The instruction in this course centers around advancing animation and design skills through advanced techniques. The Lessons will rotate between lectures on design and methods to best practices, workshop-based software instruction, and stories from real-world experiences. The following is a breakdown of how the course is structured.

- Projects are posted in the Learning Modules section on Blackboard, including requirements and deadlines.
- Once complete, students are required to upload projects within the appropriate assignment module before the deadline. - Students will present work for critique in a classroom setting.
- Scheduled class sessions consist of lectures and demonstrations delivered in-person.
- Additional curriculum includes hands-on equipment demonstrations, workshops, and guest speakers.
- Adobe Photoshop and various hands-on methods of animation will be the primary workflow.

### **NOTES:**



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### COURSE SCHEDULE

**This schedule is tentative and might change during the semester.**

The content is subject to change depending on students' interest and progress. Students will be notified of the changes through announcements either in the class or at the Blackboard course site.

This course focuses on both traditional and digital workflows of animation. Students are able to decide whether they want to work digitally or traditionally for any given project, although it is recommended to work digitally for sake of time. Class projects will slowly grow in complexity and build off of the in class demos and lectures. Class time will be devoted to instruction and lectures, so most of the project work is expected to be completed outside of class.

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### ASSESSMENT METHODS AND GRADING SCALE

There are 1000 points for this course. The grade you earn for this course depends on the total number of points you earn throughout the semester. The assessment methods and grading scale are as follows:

| Assessment Methods | How Many | Unit Points | Total Unit Points | Percentage |
|--------------------|----------|-------------|-------------------|------------|
| Participation      | N/A      | N/A         | 150               | 15%        |
| Projects           | 3        | 125/200     | 450               | 45%        |
| Final Project      | 1        | 300         | 300               | 30%        |
| Final Exam         | 1        | 100         | 100               | 10%        |

= A (90% and above)

= B (80%-89%)

= C (70%-79%)

= D (60%-69%)

= U (below 60%)



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### STUDENT HELP RESOURCES

Students have access to academic services, technical support and student services at Fort Hays State University. You can find the resources online at [FHSU Blackboard Student Tutorials](#). For more information you can contact TigerTech at 785-628-3478 or [FHSU TigerTech](#).

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### COURSE POLICIES

#### **Class Attendance/Participation:**

It is your responsibility to attend class on time and consistently. The instructor will post updates on Blackboard, but if you miss class, you will inevitably miss crucial information. In addition, attendance will be regularly recorded and factored into the overall grade.

*More than three unexcused absences during the semester will result in A FULL LETTER GRADE down for every additional absence for the final grade.*

#### **Assignment Due Date:**

Unless prior arrangements are made, all projects are due by start of class on the noted day. For every day late a project is turned in, the equivalent of one letter grade worth of points will be deducted from the total grade.

#### **Procedures for Assignment Submission:**

Each project will have an associated Learning Module on Blackboard. Students will be required to upload their finished project in the appropriate place before the due date.

#### **Fees:**

This course has no additional art fees.

#### **Other Policies:**

Academic integrity is essential. Students are expected to find inspiration, but if you directly copy existing work, severe penalties will be enforced.

Unless using a mobile device for research or taking notes, please keep them silent and out-of-reach.



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### UNIVERSITY POLICIES

- Academic Honesty
- Attendance
- Withdrawal
- Student Accessibility Services - Kelly Center Support Services
- Title IX Policy : FHSU is committed to fostering a safe and productive learning environment. Title IX makes it clear that violence and harassment based on sex, gender, and gender identity are Civil Rights offenses subject to the same kinds of accountability and the same kinds of support applied to offenses against other protected categories such as race, national origin, etc. This includes all types of gender and relationship violence, sexual harassment, sexual misconduct, domestic and dating violence, and stalking. If you wish to report an incident or have questions about school policies and procedures regarding Title IX issues, please contact Amy Schaffer, University Compliance Officer and the FHSU Title IX Coordinator, at [alschaffer@fhsu.edu](mailto:alschaffer@fhsu.edu) or (785) 628-4175. The Compliance Officer can help connect you to campus and outside resources, discuss all of your reporting options, and assist with any concerns you may have.
- Career Services
- Technology Services
- Smarthinking