University of the Incarnate Word
ANGD 2330 • History of Animation
Fall 2024 MW 7:30-10:15

Professor Adam Watkins (adam.watkins@uiwtx.edu)
Office: AD409 | MW 10:30-1:00, TR 7:30-10:00, F 10:30-2:00
(or anytime I'm in my office – stop by with questions)

Course Overview: This lecture course is a survey of the history of animation and special effects. Overview includes traditional, experimental, and digital media. Emphasis is placed on the history of US animation; however, international animation will also be covered extensively.

Outcomes: At the end of this course you will be able to discuss in a critical way how the art and business of animation has evolved. Specifically, you will be able to identify movements, artists, and studios involved in American animation.

Audience: This course is a junior level requirement for all 3D Animation & Game Design majors.

Course Materials: Notebooks, sketch books

Suggested (but not required) Text: A New History of Animation, Furniss (ISBN-10: 0500292094)

Date	Lecture	Due
8/26	History of Animation Overview Beginnings of Animation Pre-Historic - McCay	
8/28	Early American Animation	Pre-1930's Pioneers	
9/2	Labor Day – No Class	Extra Credit: Project #1 Proposals
9/4	Early Disney	
9/9	Snow White	
9/11	Pre-War Fleischer Studios	Extra Credit: Project #1
9/16	Pre-War – Harmon & Ising, Walter Lantz, Ub Iwerks, Van Beuren, Paul Terry	
9/18	Disney Strike, Dumbo, The Reluctant Dragon	
9/23	Fantasia	
9/25	Warner Bros.: Tex Avery & Bob Clampett	
9/30	Warner Bros.: Friz Freleng & Bob McKimson	Extra Credit: Project #2 Proposals
10/2	Warner Bros.: Chuck Jones	
10/7	MGM: Tex Avery: Post WB Years & Hanna-Barbera	
10/9	The War Years	Extra Credit: Project #2
10/14	Mid Term Exam	
10/16	UPA	Extra Credit: Project #3 Proposals
10/21	Stop Motion Animation: Harry Hausen, George Pal, George Wilson, et al.	
10/23	Stop Motion Animation: Contemporary Studios	
10/28	Disney's Silver Age	
10/30	TV Animation	Extra Credit: Project #3
11/4	2D Films 1960's-2000	
11/6	Japanese Animation: Survey Pre-Akira & Akira	
11/11	Japanese Animation: Survey Post-Akira	
11/13	Japanese Animation: Spirited Away	
11/18	Contemporary Cel Animation: Triplets of Bellville	Extra Credit: Project #4 Proposals
11/20	Alternative & Contemporary Animation	
11/25	Computer Animation	
11/27	Thanksgiving – NO CLASS	
12/2	The 3D Animated Short	Extra Credit: Project #4
12/4	Final Exam	

Grading Activities: Your final grade will be based upon attendance, quizzes, and exams.

Quizzes/Exams: Every day a quick quiz will be given. A mid-term and final exam will also be given.

Extra Credit Projects: Each project is potentially worth 10 points. *Projects must be proposed on the forums 2 weeks before they are due. If project was not proposed and approved, it cannot be turned in.* Be sure your project is approved before beginning work. Every proposal should include extensive research posted with your proposal.

Remember that depending on the quality of the project; not all available points may be awarded. You may do *up to* four projects. There are a total of 40 points available here. There will be a "complexity multiplied" attached to each project by me upon project approval that may reduce the available points. So, for instance, if you pitch a project that is very simple, it may receive a complexity multiplier of .25. This means if it is perfect (10), the earned extra-credit points would be 10x.25=2.5pts. A robust, complex proposal would have a complexity multiplier of 1.

Extra Credit Projects:

1) Propose your own. Get full approval before beginning (post it to the forums). Project should be similar in scope and workload as those listed below.

2) Model and texture (in your favorite 3D application) Mickey Mouse, Woody Woodpecker, or another cartoon character that has evolved over time, in 3 different incarnations. Get approval for your chosen character before you start.

3) Model, texture, and light a 3D *realistic interpretation* of a 2D character. Get approval for your chosen character before you start.

4) Rotoscope (copy exactly) in 3D, a 20 second scene from your favorite cel animation piece. Get approval for you clip before you start.

5) Create a painted clay/plastique maquette of your favorite cel animation star. Get approval of character before you start.

6) Rotoscope (copy exactly) 5 walk or run cycles in 3D from an historical 2D animation clip. Get approval of your clips before starting.

7) Using Procreate (iOS), ToonBoom, Photoshop, AfterEffects or some other 2D animation package. Create a 20 second animation clip (at least 12 fps) that includes at least one walk cycle and dialog between two characters. Must include background.

8) Create a 20 second stop motion movie (at least 8fps). This can be created with mobile devices or desktop. Must have short story structure and audio.

9) Create a historical animation-inspired game (e.g. *Cuphead*). You may work as a two-person team on this one (one programmer, one animator). Your proposal should include proposed characters, game play, and levels.

ANGD Course Policies

<u>Attendance</u>: Attendance is mandatory. After one absence, each additional absence will result in a letter drop in your final grade. If you are late 3 times, that counts as an absence. Illnesses or doctor's appointments are excused but try to avoid appointments during class time. If you miss 30% of class (for this class <u>9</u> meetings) for any reason - even if medically excused - you must withdraw; the class needs to be retaken.

<u>Late Work</u>: No late assignments are accepted. ***All assignments are due before the beginning of class on the day they are due***. If you are sick or must miss class, the assignment is still due. There are no redos. Make every project you turn in count.

<u>Academic Integrity</u>: Self Plagiarism: No work previously completed in another section or course can be turned in. AI use or downloaded content is prohibited in all coursework unless otherwise specified by your instructor.

<u>Phones/Devices</u>: When in class, no phones or devices should be out. Keep them put away unless otherwise specified by your instructor. Phone usage in class shows you are not mentally present and will be considered a tardy. Three phone uses in class equals an absence and thus a letter drop in grade.

UIW Course Policies, Guidelines and Accommodation

This course complies with all UIW academic policies and federal guidelines, including but not limited to: academic integrity, disability accommodations, pregnancy accommodations, Title IX non-discrimination, and class absences for religious observances. Current policy statements will be provided to all students through the learning management system and in information provided on the first day of class.
https://www.uiw.edu/academics/academicpolicies.html