

University of the Incarnate Word

ANGD 1315 | Principles of Animation
Spring 2025 Section 02 | M/W 6PM-8:45PM
Professor Cassandra Arevalo

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Office Hours: Monday/Wednesday 3PM-5:45PM; Friday 11AM-4PM

Course Overview: This special topics lecture/studio course examines the basic principles of believable animation using prebuilt rigs. Emphasis on solid keyframing techniques.

Audience: This course is a freshmen level requirement for students majoring in 3D Animation and Game Design.

Outcomes: At the end of this course, be able to use Maya's animation tools to effectively create sound keyframe animation. Emphasis on the principles of animation.

Date	Lecture	Exercise	Assignment Due
1/13	Class Overview, Intro to Animation		
1/15	Timing and Spacing	2D Ball Bounce in Place	Spacing Chart
1/20	Martin Luther King Jr. Day NO CLASS		
1/22	Intro to 3D Animation, Squash and Stretch, Importance of Breakdowns	3D Ball Bounce in place to settle	2D Bouncing Ball Animation
1/27	Intro to Graph Editor	"Pole" fall with squash & stretch	3D Ball Bounce, different weights- First Pass
1/29	Anticipation, Drag, Overlapping Actions and Arcs	Ball Jump with 2D Tail	3D Ball Bounce, different weights- Final Pass
2/3	Overlapping Action in 3D	Fox Jump with 3D Tail	Fox Jump Across Space
2/5	Class Cancelled Due to Prof. Arevalo Being Sick		
2/10	Straight Ahead & Pose to Pose Animation, Overshoots and Graph Editor Techniques The Pendulum Swing	Pendulum Swing in Place	Fox Jump Across Space with 2D Tail
2/12	Intro to Acting	-Group Critiques -Fox Personality-Blocking Pass	Fox Jump Across Space with 3D Tail- Final Pass Pendulum Swing Through Environment- 2D Pass
2/17	Solid Posing/Drawing	Three full body poses	3D Pendulum Swing Through Environment- Final Pass
2/19	Weight Shifts, Robot Gap Jump	Fox personality revisions	Fox personality-First Pass
2/24	Weight Shifts/Jumping Robot Gap Jump	Weight Shifts Robot Jump Start	Fox personality-Final Pass
2/26	Obstacle Course	Group Critiques	Robot Gap Jump-Final Pass
3/3	Weight Mechanics	Shoulder Drop	Obstacle Course-First Pass
3/5	Acting	Acting Blocking	Obstacle Course-Final Pass
3/10	SPRING BREAK-NO CLASS		
3/12	SPRING BREAK-NO CLASS		
3/17	Acting Work Day	Acting Progress	Acting Piece-First Pass
3/19	Intro to Walking/Half Body Jump	Ball Walk in Place	Acting Piece-Final Pass
3/24	Side Step Mechanics	Ball Side Step	Half body Jump-First Pass
3/26	Walk animation, weight, walk mechanics	Walk in Place Practice	Half body Jump- Final Pass
3/31	Animation Walks Clips	Walk Animation Cleanup File	Ball Walk w/Forward Translation-First Pass
4/2	Timing Difference/Animation Drops	Flour Sack Drop	Ball Walk w/ Forward Translation-Final Pass

4/7	Full Body Walk Animation	Full Body Walk in Place	Full Body Fall Animation Progress
4/9	Animation in Film/TV/Games	Acting OR Game Animation Blocking	<ul style="list-style-type: none"> Full body Walk Forward (4 strides)- First Pass Full Body Fall Final Pass
4/14	Tennis Serves/Sports	Acting OR Game Animation Spline	Full Body Walk Forward (4 Strides)- Final Pass
4/16	Making Characters	Acting OR Game Animation Final	Tennis Serve-Blocking Pass
4/21	EASTER MONDAY-NO CLASS		
4/23	Final Project/Recap		Tennis Serve-Spline Pass
4/28	Finals Work Day		<ul style="list-style-type: none"> Tennis Serve-Final Pass Characters/References with drawovers for Finals
4/30	Inspiration & Moving Forward Tips		Blocking for at least one part of Final
5/5-5/9	FINALS WEEK		<u>Final Projects due May 9th by 5pm CST</u>

Grading Activities: Your final grade will be based upon attendance, exercises & quizzes (15%) and projects (70% of total grade). The final project will count for 15%. Your grade will be based upon the percentage of 100 pts you have earned.

100-95=A, 94-90 A-, 89-85=B+, 84-80=B, 79-75=B-, 74-70=C+, 69-65=C, 64-60=D+, 59-55=D, 54-50=D-, 49 and below = F.

ANGD Attendance: 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, 8 meetings) for any reason - even if medically excused - you must withdraw; the class needs to be retaken.

ANGD Late Work: 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 have to miss class, the assignment is still due. There are no redos. Make every project you turn in count.

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

ANGD Phone/Device: 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.

Phone/Donut Policy: Please turn your phone off before the start of class. Should your phone make sound (text/message/call) during class, you will be responsible for providing donuts for your interrupted classmates at the next class meeting.

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 nondiscrimination, 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>