University of the Incarnate Word

ANGD 3342 | Animation IV
Spring 2025 | MW 10:30pm-1:15pm | AD415

Professor Kassandra Arevalo
Email: karevalo@uiwtx.edu
Office Hours: MW 3PM-5PM | F 11AM-4PM

Course Overview: This course examines creatively believable acting performances with proper body mechanics.

Outcomes: At the end of this course, students will be able to create animations that encompass genuine acting through the use of body language and facial animation.

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

Date	Lecture	Exercise	Assignment Due
1/13	Class Overview Global Game Jam Prep: Advanced Skeleton	Rig start	
1/15	<u>Start: Full Body Reaction</u> Phrasing & Gestures	Full body posing with twist, tilt, & rhythm Full body reaction idea approval	Advanced Skeleton Rig
1/20	**Martin Luther King Jr. Day – No Class**		
1/22	Global Game Jam Work Day		
1/27	<u>Start: Hand Acting</u>	Acting reference review & file setup	Game Jam Report Full body reaction blocking pass and reference
1/29	Full Body Acting Polish Workflow	Polish checklist	Full body reaction spline pass Hand acting reference
2/3	Full Body Acting Final Polish	Final full body acting refinements	Full body reaction polish pass Hand acting reference
2/5	**Class Cancelled Due to Arevalo Being Sick**		
2/10	Hand Acting Polish Considerations	Polish checklist	Full body reaction final pass
2/12	Hand Acting Inner Dialogue	Character inner dialogue discussion	Hand acting blocking pass (storytelling poses)
2/17	Hand Acting Breakdowns	Refine pose A to pose B	Hand acting splocking pass
2/19	Hand Acting Breakdowns Continuation	Individual file demo's	Hand acting spline pass
2/24	Hand Acting Final Pass Polish Checklist	Work in-class on final pass	Hand acting polish pass
2/26	Animation Competition Prep Facial Expression Review	Reference recap	Hand acting final pass
3/3	<u>Start: Animation Competition</u> Solidifying Animation Competition Story Ideas & File Setup	Animation Competition file setup	Animation Competition References
3/5	Body VS Face Pass Dialogue Blocking	Story idea refinement & start blocking Character Inner Dialogue	Animation Competition layout & storytelling poses
3/10-3/12	**Spring Break – No Class**		
3/17	Internal Thought Process in Facial Expressions	Thought Process Adjustments	Animation Competition Spline Pass

3/19	Dialogue Polish Considerations	Animation Competition check-in	Animation Competition Spline+ Pass
3/24	Animation Competition Submission Checklist	File cleanup before submission	Animation Competition Spolish Pass
3/26	Animation Competition File Review	Animation Competition check-in	Animation Competition Polish+ Pass
3/31	Start: Dialogue Sequence	Animation Competition Postmortem	Animation Competition Final
4/2	Previs for Film/TV	Reference Review	Dialogue Sequence Reference
4/7	Refining Dialogue Sequence Story & Performance	Camera adjustment	Dialogue Sequence Previs
4/9	Maya File Setup for Shot Sequence	Maya file check	Dialogue Sequence Reference Revisions & Maya Layout
4/14	Layered Animation: Body Pass Demo	Inner dialogue review	Dialogue Sequence Blocking Pass
4/16	Polishing Body Acting	Polish body mechanics	Dialogue Sequence Body Pass #1
4/21	Film/TV Professional Demo Reel Survey	Demo reel assessment	Dialogue Sequence Body Pass #2
4/23	Dialogue Sequence & Demo Reel Reviews	Dialogue sequence review	Dialogue Sequence Face Pass Performance Demo Reel Pass #1
4/28	Careers in Film/TV/VFX	Job postings	Dialogue Sequence Face Pass #2
4/30	Demo Reel & Animation Polish Final Critique Session	Final review day	Dialogue Sequence Spolish Performance Demo Reel Pass #2
5/5	Finals Work & Feedback Session 10:45-12:45PM		
5/9	Final Project Due @ 11:59PM		Dialogue Sequence Final Polish Performance Demo Reel Final

Grading Activities: Your final grade will be based upon attendance, exercises and assignments. The final project will count for 30%. Your grade will be based upon the percentage of 100 pts you have earned. 100-90=A, 89-80=B, 79-70=C, 69 and below =F.

Output: Render using 720 HD in your Render Settings.

Attendance: Attendance is mandatory. After one absence, each additional absence will result in a letter drop in your final grade. 3 tardies account for 1 absence.

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. AI 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.

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