**University of the Incarnate Word**

ANGD 2342 | Animation II: Animation for Games

Spring 2025 Section 02 |T/R 10:30AM-1:15PM

Professor Emily Sidler

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Office Hours:

Monday: 1:30pm-3pm

Tuesday: 2pm-3:30pm

Friday: 12pm-3pm

**Course Overview:** This studio course is focused on creating believable and dynamic game animations such as walks, runs, attacks, traversals FPS animations and takedowns. Heavily focused on proper body mechanic using keyframe techniques.

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

**Outcomes:** At the end of this course, students will be able to create engaging game animations that can be implemented in a game engine. Students will show mastery of the principles of animation through full body motions.

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| **Date** | **Lecture** | **Exercise** | **Assignment Due** |
| 1/14 | Start: Idle Animation  Class Overview & Introductions  *Intro to Game Animation & Game Industry*  *Choose Game-Ready Characters*  *Shooting Reference for Game Animations* | Game-ready character approval |  |
| 1/16 | *Game Industry Discussion*  *Game Animation File Management*  Idle & Idle Additive Spline Demo | Idle breathing exercise | Idle poses  Game industry job search |
| 1/21 | **Snow Day-Classes cancelled** |  |  |
| 1/23 |  |  |  |
| 1/28 | Start: Emote  Expressing Your Character’s Personality | Emote pose research & exploration | Idle & idle additive spline pass |
| 1/30 | *Emote Spline Feedback & Spolish Demo* | Group critiques on personality & emotion readability | Idle & Additive Final Pass  Emote spline pass & reference |
| 2/4 | Start: Game Walk & Run  The Importance of Posing in Core Motions | Analyzing walk & run cycles in games | Emote final pass  Game walk & run references |
| 2/6 | *What Is Polish: Body Connectivity, Arcs, Overlap/Drag, Spacing*  Game Walk & Run Spline+ Feedback | Spolish progress & polish checklist | Game walk & run spline pass |
| 2/11 | Start: Game Jump  *Game Engine & Gameplay Considerations* | In groups: Gameplay Mechanic Breakdown | Game walk & run final pass |
| 2/13 | Game Jump Spline Feedback & Spolish Demo | Spolish progress | Game jump spline pass & references |
| 2/18 | Start: Death Animation  *Physicality, External Force, Flow of Energy* | Pick reference from provided list  Quick blockout using root/cog control only | Game jump final pass |
| 2/20 | Death Spline Feedback & Spline+ Demo | Death animation timing & spacing adjustments | Death animation spline pass |
| 2/25 | Death Spline Feedback & Spolish Demo | Death spolish progress | Death animation spline+ pass |
| 2/27 | Start: Three Hit Combo  *Dynamic Game Attacks: Core Motion and Force! Timing & Rhythm!*  Three Hit Combo Reference Approval & Root/Leg Pass Demo | Attack analysis – drawover & blockout | Death animation final pass  Three hit combo references |
| 3/4 | *Dynamic Game Attacks: Variation in Silhouette, Shape & Line of Action!*  Three Hit Combo First Pass Feedback & Upper Body Demo | Three hit combo timing adjustments | Three hit combo root & leg pass |
| 3/6 | *Dynamic Game Attacks: Unique Breakdowns & Spacing Utilization!*  Three Hit Combo Second Pass Feedback & Spolish Demo | Add breakdowns to 1 attack from three hit combo | Three hit combo upper body pass |
| 3/10-3/14 | *Spring Break-No Class* |  |  |
| 3/18 | *Dynamic Game Attacks: Super Polish!*  Three Hit Combo Third Pass Feedback & Final Polish Demo | Spolish progress & polish checklist | Three hit combo spolish pass |
| 3/20 | Start: Gameplay Set Polish  *Gameplay Set Polish Review*  Introduce FPS Rigs | Gameplay set polish progress | Three hit combo final pass |
| 3/25 | Start: FPS Idle & Idle Additive  Gameplay Set Polish Showcase  *Intro to FPS Animations*  FPS rig approval & FPS file setup demo | FPS Maya file in class setup | Gameplay set polish  FPS rig choices |
| 3/27 | Start: FPS Aim & Fire  FPS Idle & Idle Additive Spline Feedback  FPS Aim & Fire Spline Demo | FPS aim & fire analysis and blockout | FPS idle & idle additive spline + reference |
| 4/1 | Start: FPS Reload  FPS Reload Reference Approval  FPS Reload Spline Pass Demo | FPS aim & fire spolish progress | FPS idle & idle additive final  FPS aim & fire spline |
| 4/3 | Start: FPS Taunt/Emote  FPS Taunt/Emote Idea Approval |  | FPS reload animation spline pass |
| 4/8 | Start: Unreal Implementation  *Refining Unreal Animation Implementation* | Unreal implementation workshop #1 | FPS reload animation final  FPS taunt/emote reference |
| 4/10 | FPS Taunt/Emote Spline Feedback & Spolish Demo  *Complete Unreal Animation Implementation* | Unreal implementation workshop #2 | FPS taunt/emote animation spline pass |
| 4/15 | Start: FPS Gameplay Set Polish | Unreal implementation workshop #3 | FPS taunt/emote animation final pass |
| 4/17 | Gameplay Set Polish Workday  Start: Final Project Gameplay Set | Final Gameplay Set Character approval |  |
| 4/22 | FPS Gameplay Set Showcase |  | FPS gameplay set polish |
| 4/24 | Final Project Idle & Walk Spline Pass Feedback |  | Final project idle & walk spline pass |
| 4/29 | *Animation for Games Class Recap*  Final Project Run & Jump Spline Pass Feedback | Final project progress | Final project run animation & jump spline pass |
| 5/1 | **Professional Development: Demo Reels & Vimeo**  Final Project Three Hit Combo Feedback | Final project progress | Final project three hit combo spline pass |
| 5/5-5/9 | Finals Week |  |  |
| 5/9 | Final Project due by 5pm! |  | Final Project: Gameplay animation move set (final polish) in Unreal or Unity,  Demo Reel on Vimeo & Uploaded to LinkedIn |

# 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.

**Studio Course Policy:** This course is a studio course. As part of this method of instruction most assignments are projects. These projects typically are built in a cumulative structure in which each assignment builds upon the previous assignment and is the foundation of the next. Because of this, providing extra time for any deadlines would result in certain failure. Extra time for homework assignment in any of these classes is a fundamental alteration to the course structure, interferes with the essential course requirements and therefore is not an option.

However, in an effort to help provide as much support as possible, almost all project-based assignments will include weekends as working time. This academic adjustment provides an extra 48 hours for the completion of any assignment. Because the deadlines include weekend work time, project submission deadlines for this course will be enforced per the policies listed in the syllabus.

**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.

**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**