**University of the Incarnate Word**

ANGD 1315 | Principles of Animation

Spring 2025 Section 01 |M/W 3PM-5:45PM

Professor Emily Sidler

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Office Hours:

Monday: 1:30pm-3pm

Tuesday: 2pm-3:30pm

Friday: 12pm-3pm

**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.

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| **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 | **Straight Ahead & Pose to Pose Animation, Overshoots and Graph Editor Techniques** | 2D Pendulum Swing in Place | **Fox Jump Across Space with 2D/3D Tail-Final Pass** |
| 2/10 | **The Pendulum Swing** | 3D Pendulum Swing in Place | **Pendulum Swing Through Environment- 2D Pass** |
| 2/12 | **Intro to Acting** | -Group Critiques  -One flour sack jump in place | **3D Pendulum Swing Through Environment- Final Pass** |
| 2/17 | **Solid Posing/Drawing** | Three full body poses | Fox personality-Blocking Pass |
| 2/19 | **Weight Shifts, Robot Gap Jump** | Robot Jump in Place | **Fox personality-Final Pass** |
| 2/24 | **Weight Shifts/Jumping** | Weight Shifts | Robot Gap Jump-First 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** |  | **Obstacle Course-Final Pass** |
| 3/10 | **SPRING BREAK-NO CLASS** |  |  |
| 3/12 | **SPRING BREAK-NO CLASS** |  |  |
| 3/17 | **Acting Work Day** |  |  |
| 3/19 | **Half Body Jump** |  | Acting Piece-First Pass |
| 3/24 | **Side Step Mechanics** | Ball Side Step | **Acting Piece-Final Pass**  Half body Jump-First Pass |
| 3/26 | **Walk animation, weight, walk mechanics** | Ball Walk in Place | **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 | * **Full body Walk Forward (4 strides)-First Pass** |
| 4/14 | **Acting OR Game Animation Work Day/Full Body Walk Forward Critiques** | Acting OR Game Animation Spline | * **Full body Walk Forward (4 strides)-Spline Pass** * **Full Body Fall Final Pass** |
| 4/16 | **Tennis Serves/Sports** | Acting OR Game Animation Spline | **Full Body Walk Forward (4 Strides)-Final Pass** |
| 4/21 | **EASTER MONDAY-NO CLASS** |  |  |
| 4/23 | **Final Project/Recap** | Acting OR Game Animation Final | **Tennis Serve-First Pass** |
| 4/28 | **Finals Work Day** |  | * **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** |  | **Final Projects due on May 9th by 5pm cst** |

# 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.

**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 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**