**University of the Incarnate Word**

ANGD 3341 Animation III: Advanced Pantomime Acting

Fall 2024 M/W 10:30AM-1:15PM

Professor Emily Sidler

Office Hours: T/Th 10:30AM-12PM, Friday 10:30am-12PM

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**Course Overview:** This special topic lecture/studio course examines creating believable pantomime animations with an emphasis on acting and fluid body mechanics.

**Outcomes:** At the end of this course, the student will be able to create animations that showcase believable performances through the use of body language.

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

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| **Dates** | **Lecture** | **Exercise** | **Assignment Due**  |
| 8/26 | Course Overview,**Giving Your Character Personality,**Start personality walk cycle assignment | Personality walk cycle ref approval, block out core personality pose |  |
| 8/28 | Personality walk spline feedback,Personality walk polish demo,**Polish Checklist: Overview & Spacing** | Polish work day (spacing emphasis)Head turn w blink demo | Personality walk cycle spline |
| 9/2 | **Labor Day-No Class** |  |  |
| 9/4 | Personality walk polish review,**Rhythm, Tilt & Twist**Sit in chair blocking demo | Walk Cycle secondary movement Sit in chair ref approval | Personality walk cycle temp final  |
| 9/9 | **Internal/External Forces in Acting,**Spline Pass Breakdowns,Maya Workflow Setup | Upper body turn w/ breakdowns | Personality walk cycle finalSit in chair blocking/storytelling |
| 9/11 | Sit in chair spline feedback,Sit in chair polish demo,**Polish Checklist: Arcs** | Polish work day (arcs emphasis) | Sit in chair spline |
| 9/16 | Sit in chair polish review,**Silhouette, Story Clarity,**Start silhouette assignment | Silhouette assignment ideation  | Sit in chair final polish |
| 9/18 | Silhouette reference & storytelling feedback,Blocking to Spline Workflow,**Thought Process, Phrasing,****Moving Holds/Drifting** | Re-timing for holds | Silhouette reference & storytelling poses |
| 9/23 | **Beats, Texture in Timing** | Texture analysis | Silhouette spline |
| 9/25 | Final Animation Polish Workflow**Polish Checklist: Lead & Follow** | Polish work day (lead & follow emphasis)  | Silhouette spolish |
| 9/30 | Silhouette polish review,**Character Objectives & Obstacles,**Start full body pantomime | Full body pantomime ideation w/ objectives & obstacles | Silhouette final polish |
| 10/2 | Full body pantomime ref & storytelling poses review,Full body pantomime blocking demo |  | Full body pantomime reference, storytelling |
| 10/7 | Full body pantomime blocking feedback,**Secondary Actions** |  | Full body pantomime blocking |
| 10/9 | Full body pantomime spline feedback,Midterm review |  | Full body pantomime spline |
| 10/14 | Silhouette Showdown Midterm or Acting Term Midterm?, | Midterm? | Full body pantomime spolish |
| 10/16 | **Introduction to Facial Animation** **Polish Checklist: Timing Offset**  | Polish work day (timing offset emphasis) | Full body pantomime spolish+ |
| 10/21 | **Start Professional Development: Animation Review**Eye darts demo,Facial expression change | Eye darts practice,Facial expression Change | Full body pantomime finalSophmore to Junior Work |
| 10/23 | **Continue Professional Development:Demo Reel Development**Blinks,**Choosing an Audio Clip for Animation** | Generic blink, ½ blink, double blinkUpdate Facial expression change | Demo Reel First Draft |
| 10/28 | Audio clip approval,**Introduction to Lip Sync Animation & Shooting Dialogue Reference**Facial Expression Change review | Dialogue audio clip approval | Facial expression change spline,Demo Reel Final Dialogue audio clips |
| 10/30 | Maya dialogue file setup (with audio),Dialogue body blocking demo, | Dialogue reference drawovers | Facial Expression Change Spline**(Bring headphones)**Dialogue reference |
| 11/4 | Dialogue blocking feedback,Dialogue body breakdown demo | Phonemes Chart  | Facial Expression Change Final Dialogue blocking (full body with basic facial expressions) |
| 11/6 | Dialogue blocking+ feedback,**Sincere Acting, Specificity**Layering in Lip Sync Animation | In-class dialogue practice splineMuppet Mouth | Dialogue blocking+ (more body breakdowns)Phonemes Chart  |
| 11/11 | Dialogue spline feedback | In-class dialogue practice polish | Dialogue spline (first pass lip sync) |
| 11/13 | Dialogue spolish feedback,**Appeal** | Polish work day | Dialogue spolish |
| 11/18 | Dialogue polish review,Start final project | Final project ideation | Dialogue final polish |
| 11/20 | Final project reference & storytelling feedback |  Final Project Layout and Acting poses  | Final Project IdeaStoryboard/AnimaticReferences  |
| 11/25 | Final project blocking feedbackRendering in Maya | Render Tests | Final Project Blocking |
| 11/27 | **Thanksgiving Holiday | No Class** |  |  |
| 12/2 | Final project spline feedback,Class Recap | Render Tests  | Final project spline,Render test |
| 12/4 | Final Project Spolish Feedback  |  | Final project spolish |
| 12/9-12/11 | Finals Week |  | Final project polish and rendering |
| 12/13 | Finals Week**Final project due @ 5PM CST** |  | **Final project due @ 5PM CST** |

**Grading Activities:** Your final grade will be based upon attendance, exercises (15%) and assignments (70%). The final project will count for 15%. 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.

**Projects:** There are no redos. Make every project you turn in count. No late assignments accepted.

**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>