STUDENT REQUIREMENTS
A. To have a complete understanding of all assignments, class attendance is required. ATTENDANCE IS IMPORTANT.
   1. During the semester TWO absences will be permitted, after which further absences will reduce a student's final grade. (Three absences will result in the loss of one letter grade. Four absences will be considered cause for withdrawing/failing the student from the course.)
   2. TWO late arrivals will equal ONE absence.
B. All assigned projects will be discussed by the professor on the assigned date only. If you miss this discussion, it is your responsibility to ask a fellow classmate for the assignment.
C. All assigned projects must be completed and handed in on its due date for full credit. The grade will be deducted 5 points for every class day the assignment is after its due date.
D. NO COURSE INCOMPLETES will be given. All grades are averaged and weighed by the grading criteria. Even if “A” work has been done for the semester, an “A” for a final grade will not be given if a project/paper is missing from the grading criteria. Each project will have its own grading evaluation. It will be discussed at the assigning of each project.
E. The textbooks must be purchased. All assigned readings will have quizzes to test your knowledge.
F. You must come to class prepared to participate in all class critiques and classroom assignments/studio time. You are expected to have the necessary tools and supplies to fully participate in all classroom exercises and show strong work habits.
G. Respect for the property and others in the classroom.
H. Retain all work completed through the semester for an end-of-the-semester portfolio review.

GRADING SCALE:
A Exceptional; means objectives of the assignment are fully understood as applied to the particular assignment and an intriguing balance exists between clear communication of the message and creativity. The assignment is executed with impeccable craftsmanship, accuracy, and neatness. The assignment exists as part of the complete design development. A quality piece of work.
B High; objectives are met and design principles are primarily well understood. May be lacking in overall design quality, craftsmanship, clarity, or design development. Good overall effort.
C Average; the minimum requirements of the assignment have been met but not exceeded. Extra effort and insight into development of the basic assignment are necessary to produce higher quality work.
D Below average; there exist problems in completely understanding the concept or objectives of an assignment. Incompleteness in several areas of craftsmanship, design, creativity, clarity, or development are also apparent.
F Unacceptable; do assignment over. See instructor immediately for further clarification.
CA45: Digital Character Development

MATERIALS
Sketch book to be used as a Journal and planning book
USB Flash Drive or Equivalent Type Drive
256MB or larger
1GB Recommended

COURSE OBJECTIVES
The practical exercises assigned will mould the learner to:

A. Identify, discuss and implement the principles of animation
B. Demonstrate drawing vector line art and tracing imported bitmap files within Flash
C. Demonstrate the basics of Flash animation [frames, keyframes, time line, motion/shape tweening, layers, motion guides, scenes, symbols, scenes, loops, transitions]
D. Examine the Flash toolbar and menu selections
E. Construct scenes, movie clips, and animated buttons
F. Demonstrate the introduction of audio file types and their use in an artistic manner for enhancing a visual animation
G. Demonstrate how to apply classic principles in character action [easing, arcs, squash and stretch, center points, skewing, timing, straight-ahead and pose to pose exaggeration, anticipation, overshoot, follow-through and overlapping action along with second action]
H. Examine the relationship between different limbs of each digital character
I. Determine actions and interactive design concepts to construct a multilevel user interface for web site navigation
J. Identify and implement storytelling, storyboarding and character design
K. Demonstrate the ability to edit graphic information received from external sources through various mediums and reformat that information for use in the computer environment
M. Present creative solutions for using multiple elements in the production of computer images
N. Explain the difference between raster and vector based artwork and how it relates to animation
O. Identify how digital color is expressed in RGB and Hexadecimal formats
P. Demonstrate the use of Flash’s programming language, ActionScript
Q. Use an interface design process that includes flowcharting, target audience analysis and content organization
Assignments, Class Exercises and Quizzes

Week 1
Overview of course and course outline: attendance policy, assignments, class exercises, and quiz schedule.
Concepts in interactive animation
Review of Illustrator Tools
Final Animation assignment explained and due date given
Project 1: character creation in Illustrator

Week 2
Quiz on Illustrator tools
How to right a treatment
Lesson on integration of Illustrator and Flash
Animation Innovators: research assignment assigned
Final animation treatment assigned
Project 2: bouncing ball with facial expression

Week 3
Writing an animation script
Animating in flash, key concepts and tools for the animation process
Final animation treatment due
Final animation script assigned
Project 3: create city scene with audio animated vehicle and start button

Week 4
Final animation script due
Introduction to the walk cycle, including principles in character animation
Project 4: walk cycle project assigned

Week 5
Animation Innovators: research assignment due
Drawing a storyboard
Lesson on background art, color and scene movement
Final animation storyboard assigned
Project 5: create scrolling background with walking foreground character

Week 6
Final animation storyboard due
Introduction to the animatic
Lesson on scanning of storyboard and importing to Flash to create a moving animatic for timing and visual concept
Project 6: create an animatic with audio for final animation

Week 7
Final animation working animatic due
Lesson on lip-syncing in Flash
Project 7: design a character and lip-sync a movie quote to the character

Week 8
Midterm exam
Final animation animatic due
Lesson in incorporating multiple characters and environment using limited artwork for better work flow
Begin creation of artwork for final animation

Week 9
Lessons in audio editing
Studio to build final animation

Week 9
Lessons in scene transitions
Studio to build final animation

Week 10
Lessons in titleing
Studio to build final animation

Week 11 - 13
Studio to build final animation

Week 14
Preliminary animation presentation and critique
Studio to build final animation

Week 15
Final animation presentation and critique