

F/TV 67A “Principles of Animation: 2D Media”

CRN 46693, De Anza College, Spring 2025

Course

Time: Thurs. 10:30 - 1:20 PM (Lecture)
Lab is online/asynchronous
Location: AT 102
Final Exam: Thurs. 6/26, 9:15 - 11:15 AM

Instructor

Name: Mark Hamer
Email: hamermark@fhda.edu
Phone: 408.864.8519
Office Hours:
(AT 102) Mon & Th 9:30 - 10:30 am
(Online) Thurs. 3 – 4 pm (via Zoom)

Prerequisites

ARTS 4A (Advisory)

Student Learning Outcomes (SLOs)

- Design realistic and expressionistic animated movements
- Create drawn sequences of character and effects animation

Course Description

An introduction to the basic principles for creating convincing and expressive animated motion. Students will use traditional and digital hand-drawn animation techniques to learn and apply these principles, which are fundamental to all forms of animation, including 3D animation and motion graphics.

Welcome!

Welcome to **F/TV 67A Principles of Animation: 2D Media**. I’m glad you’re here and I look forward to working with you this quarter. I hope you have fun and learn a lot! I believe that every student who works hard at it can succeed in this class. Please talk to me if you have any questions or concerns during the quarter, I’m here to help.

Course Work & Structure

Our class meets every Thursday in AT 102 from 10:30 - 1:20 for lecture, the lab portion of the class is online and asynchronous. **Attendance is required the entire length of the lecture session each Thursday.**

This course will be divided into 11 units or “modules.” Each module is 1 week long. Each week’s assignments can be found in the Modules section of our Canvas course. Most weeks will contain a lecture, readings, assignments, and sometimes a discussion. Weeks begin Thursday at 10:30 am and end the following Thursday at 10:30 am. Unless otherwise stated, most assignments are due by the next week’s class at 10:30 am each Thursday.

This course requires 6 or more hours of work, per week, outside of class. If you can’t devote this time to your homework, you may want to consider taking the class a different quarter when you have more time.

The work includes sketching, taking notes, reading, researching, shooting reference video, completing animation assignments, studying for quizzes, and participating in class (attendance, discussions, and critiques).

Please plan ahead for times when Canvas, the internet or your computer may be down. Back up all materials early in the week and allow plenty of time to prepare and complete your assignments. Don’t wait until the last minute to post to discussion threads, please give everyone a chance to read your posts and have time to respond to you. Assignment details and due dates will be located in each weekly module.

Required Technology

All the technology needed for this class is available on the school computers in our classroom.

Required Materials

- Regular access to Canvas
- Personal media storage device for backing up and transporting files
- Pens, pencils, erasers
- Sketchbook or plain white copy paper
- Access to digital camera or smart phone with camera for shooting reference video

Required Texts

No required textbook. Handouts, readings, and assignment instructions will be provided on Canvas.

Recommended Texts

Williams, Richard. “The Animator’s Survival Kit.” Faber & Faber, 2002

Supporting Texts & References

- Goldberg, Eric. “Character Animation Crash Course!” Silman-James Press, 2008.
- Hooks, Ed. “Acting for Animators: 4th Editions.” Routledge, 2nd Edition, 2017.

- Thomas, F. and O. Johnston. "Disney Animation: The Illusion of Life." NY: Abbeville, 1981.
- Whitaker, Harold and Halas, John. "Timing for Animation." MA: Focal Press, 2009.

Canvas & MyPortal

All our course content will be hosted in Canvas, which is accessible through MyPortal. If you've never used Canvas or MyPortal, please read the [MyPortal login tips](#) at this link

Once you have logged in to Canvas, please take the time to get familiar with our Canvas site, starting with the Home Page and the Orientation Modules. You can download the Canvas Student Mobile App to access the content in this course as well.

Software (available on school computers)

Adobe Animate CC

Toon Boom Harmony 22 Advanced

Wick Editor (free online app)

FlipaClip (free iPad app)

All the software needed for this class will be available free in our classroom in AT 102. We will discuss each of these options the first week of class to help you choose the right program for you, but *you are welcome to use any 2D animation software you want.*

Grading

Your final grade consists of:

- Assignments 85%
- Participation 15%

Instructor/Student Interactions

Email is the fastest way to reach me. I do my best to respond to messages within 24 hours (although it may take longer on weekends). On campus you can find me in my office, BLDG A4 Office #42, our classroom (AT 102), or the animation lab (AT 104). I'm available to meet with you in person during my office hours, or you can always email me to arrange an appointment to meet online via Zoom.

Professional Behavior

Professionalism is a quality which 97.5% of employers list as either "absolutely essential" or "essential" for a new college hire's success.

Essentially, being professional is about always giving your best. You think about how your behavior will be perceived by others and make sure you understand and follow the given codes of conduct. You are honest, respectful, responsible, use your time effectively, and produce high quality work.

I expect students to always conduct themselves in a professional manner while in the classroom. Therefore, please come to class prepared to respect each other and your shared workspace and give your best. The classroom is not the place to sleep, or surf the web, or text your friends, so if you are doing this repeatedly, I will ask you to leave, and if it continues, I may drop you from the course.

Disruptive Behavior

Disruptive behavior is engaging in any activity which degrades the learning environment for everyone. Some examples are sleeping, doing ANYTHING not related to the class during class time, talking loudly or making noise while other people are trying to work, disrespectful or hurtful language or behavior, and excessive domination of class discussions.

Disruptive behavior will not be tolerated. I'll warn students who engage in such behavior and lower their participation grade. If the behavior continues, students may be asked to leave the classroom and/or be dropped from the course.

Please refer to [De Anza's Student Rights and Responsibilities page](#) for more information

Participation

Your contributions are important! By participating in class, you help create a positive learning environment for you and your classmates. Participation can also make the difference between an A and a B!

In addition to other designated participation activities, participation points will be given based on the student's daily participation in classroom discussion, activities, and critiques. Disruptive behavior will lower this score.

- | | |
|--------------|---|
| 9 -10 points | Maximum participation: student came to class on time, actively participated and stayed for entire class session |
| 7 - 8 points | Minimum participation: student arrived late or left early, and only participated when called upon or asked to |
| 0 - 6 points | No participation: student missed class, did not participate, or engaged in disruptive behavior |

Attendance Policy

- Unless otherwise stated, **attendance for the entire length of class is required**
- I will take attendance at the beginning of class. If you're not there when I take attendance, you may be marked as absent and receive zero participation points for that day
- A student may be dropped after 2 absences, regardless of the reason
- Arriving late or leaving early will reduce your participation points for that day
- If you arrive late, or have to leave early, please move quietly so as not to disturb the rest of the class
- Please contact me ahead of time to make arrangements for an absence, and as soon as possible for absences due to illness or emergencies

Classroom Policy

- **The classroom and classroom resources are for academic purpose and should only be used for work connected to class**
- Food and beverages (except for closed water bottles) are NOT allowed on your desk in the classroom. We'll have breaks where you can use the restroom or eat
- Unless otherwise stated, cell phones and other hand-held electronic devices should be always silenced and put away. Please note that using a hand-held device during class time for activities unrelated to class is disruptive behavior and will result in a lowered participation score. If it becomes a problem, I may ask all students to put their electronic devices on my desk for the duration of the class.
- Store your working files in your SAN folder, not on the classroom computers
- Always save and backup your work. You are responsible for your lost data, not the faculty, computers, software, or other students
- Always log out of the computer's animation account before you leave

Submissions

Please read assignment instructions carefully. Every assignment has a due date and a deadline for submissions. Students are expected to submit assignments on or before the assigned due date, which, in turn, allows me time to review your work and provide meaningful feedback. Due dates have been designed in the course to ensure time is provided to allow you to produce your best work. I understand that because time management is challenging, deadlines might not be met. Late submissions will be accepted with a penalty. Assignments submitted after the deadline may receive a 10% grade point deduction for every week they are late.

Assignments Policy

- All assignments will have instructions. Please read them carefully.

- It is the student's responsibility to find out when assignments are due, and to submit their assignments on time, in the correct place, and in the correct format
- **All assignments should be your own new, original work.** You will get a 0 for turning in work from a different class, a previous quarter of this class, or another assignment in this class. You will also get a 0 for turning in work created by someone else or by an AI application such as ChatGPT; this is considered cheating and is taken very seriously by De Anza College
- Assignments turned in on time may be eligible for revision

Late Assignment Policy

- Assignments are due BEFORE class starts, unless otherwise stated. Once class has started, the assignment is late
- Always check the closing date of the assignment on Canvas. Some assignments cannot be turned in late and will close on the due date. Assignments turned in after the closing date are given a 0
- Late assignments may be reduced by 1 letter grade every week they are late
- Late assignments are not eligible for revision
- All assignments, late or otherwise, must be turned in by the Friday before finals week
- If you know that a situation will prevent you from turning something in, contact me in **advance of the deadline** to make arrangements

Don't want the penalty?

If you recognize a due date might be a problem, advocate for your success by following these steps:

1. Identify the problem
2. Contact me to propose a solution
3. Let's negotiate

Missing Assignment Policy

In our animation production classes, assignments make up the biggest part of your grade. Missing one assignment will negatively affect your grade and missing two assignments will severely affect your grade. Therefore...

- If a student has missed 2 assignments, regardless of the reason, they may be dropped from the class
- All missing assignments will be given a 0

Revisions Policy

- If an assignment has been turned in on time, and received a letter grade below a B-, the student may be able to revise it for a higher grade. If the revised assignment shows significant improvement, I'll raise the grade. **Please see me before revising work**
- A revised assignment will not be given a grade higher than a B
- All revisions must be turned in before finals week

Drop Policy

It is the student's responsibility to keep track of their progress and, if needed, to drop the class with a "W" by the drop date

A student may be dropped, without warning from me, from this class for several reasons, including:

- Missing the first meeting of our class (Thursday, 4/10)
- Missing 2 class meetings, regardless of the reason
- Missing 2 assignments, regardless of the reason
- Severe or chronic disruptive behavior
- Cheating or violating the Academic Integrity guidelines established here in our course syllabus

Grade Definitions and GPA

A	94 to 100%, Excellent: 4.0 points
A-	90 to < 94%, Excellent: 3.7 points
B+	87 to < 90%, Good: 3.3 points
B	83 to < 87%, Good: 3.0 points
B-	80 to < 83%, Good: 2.7 points
C+	77 to < 80%, Satisfactory: 2.3 points
C	70 to < 77%, Satisfactory: 2.0 points
D+	67 to < 70%, Not Passing, less than satisfactory: 1.3 points
D	63 to < 67%, Not Passing, less than satisfactory: 1.0 point

D-	60 to < 63%, Not Passing, less than satisfactory: 0.7 point
F	0 to < 60%, Failing: 0.0 points
FW	Failed to Withdraw: 0.0 points (<i>This is new; it's given when students fail the course because they stopped coming to class and turning in work.</i>)
P	Pass (at least satisfactory): units awarded not counted in GPA
NP	No Pass (less than satisfactory, or failing): units not counted in GPA
I	Incomplete: Not used to calculate GPA. Academic work is incomplete for unforeseeable, emergency and justifiable reasons at the end of the term. At least 75 percent of the class must have been completed to qualify for Incomplete status.
W	A "W" will be assigned to all drops occurring between 20 percent and 75 percent of completion of a term. After this period, a student can be awarded a "W" only by means of an Extenuating Circumstance Petition, in which s/he provides documentation proving "verifiable reason" such as illness or incarceration. In the absence of the petition and documentation, a grade will be assigned to the student record. While a "W" will not be used in calculating GPA, it will be used as a factor in probation and dismissal procedures. It is also used to calculate enrollment limits; that is, students may not enroll in the same course more than three times, which includes both "W" and substandard grades.

See [De Anza's Grade Policy](#) on this page

Academic Integrity

As previously stated, all assignments should be your own new, original work. You will get a 0 for turning in work from a different class, a previous quarter of this class, or another assignment in this class. You will also get a 0 for turning in work created by someone else or by an AI application such as ChatGPT; this is considered cheating and is taken very seriously by De Anza College

I assume all my students will pursue their studies with honesty. However, students need to know what constitutes academic dishonesty at De Anza College. Incidents of academic dishonesty are taken very seriously. Read about [De Anza's Academic Integrity Policy](#) here

Special Accommodations

If you have a condition that will affect your work, you must register with Disability Support Programs & Services (DSPS). A doctor's note is not enough. While I am sympathetic to your personal or medical issues, if you are not registered with DSPS you will not get special accommodations in this class. See [De Anza's Disability Support Programs & Services](#) here

Disabled Student Services

In accordance with the Americans with Disabilities Act, De Anza College is committed to providing equitable access to learning opportunities to students with documented disabilities (e.g. mental health, attentional, learning, chronic health, sensory, or physical issues).

You can meet with a Disabilities Support Services (DSS) counselor or Learning Disability (LD) Specialist to discuss any accommodations or specific learning needs you may have. If you have a disability-related need for reasonable accommodations or services in this course, you will need to provide the instructor with a Test Accommodation Verification (TAV) from the DSS office.

Students are expected to give 5 (five) days-notice of the need of for accommodations. Students with disabilities may obtain this form by contacting their DSS counselor or LD Specialist at (408) 864-8753.

Student Success Center

Need help? [Student Success Center](#) peer tutors can relate and are ready to help! Go to the SSC homepage and click on the yellow links for on-campus schedules and Zoom links.

- **Individual Weekly or Drop-in Tutoring:** Come with questions, or just drop by to see how tutoring works
- **Workshops, group tutoring and group study:** Most people work better with others... give it a try!
- **Support for online learning:** speak with a friendly peer tutor or SSC staff member
- **Need after-hours or weekend tutoring?** See the [Online Tutoring page](#) for information about Net Tutor (via Canvas) or Smarthinking (via MyPortal).

Computer Lab Access

Information on times for open computer lab use in AT102 will be posted during the first week of the quarter. You can also use the computers in our classroom, AT102, during my office hours on Monday and Thursday from 9:30 – 10:30 am

If you have any questions, please contact our Lab Technician Fernando Perez in AT109, 408.864.8391

You are also welcome to use the equipment in the **Animation Lab (AT104)**, once it opens for the quarter, more info on that to come. The Animation Lab has traditional animation desks, a light table for photographing artwork, an animation paper scanner, a stop-motion animation camera, PC's with animation software, and 4 Wacom Cintiqs for digital drawing and painting.

Please take advantage of this! The PC's in both labs are identical and have the same software installed. *For more information on lab hours and equipment availability, please contact the F/TV Lab Technician, Fernando Perez, in AT 109*

Lab Software

Adobe CC Animate
Adobe CC Photoshop
Adobe CC Illustrator
Adobe CC Premiere
Adobe CC After Effects
Adobe CC Audition
Toon Boom Harmony 22
Dragonframe
MonkeyJam
Audacity
Autodesk Maya & Autodesk Mudbox

File Storage

The F/TV Department uses a special file storage system. Each F/TV class has class folders for shared files, and a password-protected folder for each student to store their work. Step-by-step instructions for accessing SAN folders will be provided via email

Files on the SAN are deleted at the end of every quarter. Please back-up your important files on your own personal media storage device

Equipment & Facilities

The Film/Television Department has professional equipment and facilities available for student use, including:

ITEM	LOCATION	ACCESS
Wacom digital drawing tablets	AT 110	Check out by the hour or on a weekly basis
Desks with animation drawing discs	AT 104	When AT 104 is open
High-speed feed scanner	"	"
Acme pegs paper punch	"	"
Pencil-testing stations, digital capture via Dragonframe or MonkeyJam	AT 104A	"

Stop-motion equipment, digital capture via Dragonframe or MonkeyJam	AT 104B	“
Zoom F4 Multitrack Field Recorders	AT 110	By checkout with lab technician
Microphones	“	“
Headphones	“	“
Foley recording room	AT 121	Reserve with lab technician

Important Dates

APRIL 7	First day of the Quarter
APRIL 20	Last day to add classes
APRIL 20	Last day to drop without a W
APRIL 21	Census date
MAY 24 - 26	Memorial Day Weekend – no classes, offices closed
MAY 30	Last day to drop with a W
JUNE 19	Juneteenth Holiday – no classes, offices closed
JUNE 23 - 27	Final exams
JUNE 26	Final exam for OUR class, Thurs. 6/26, 9:15 am - 11:15 am in AT 102

[College-wide listing](#) available here

Weekly Schedule of Topics, Coursework and Exams:

Week 01, April 10 - 17

Topic: Principles of 2D Animation, Timing & Spacing, Slow In & Slow Out

Homework: Week 1 Reading, Assignment: Stationary Bouncing Ball – use reference video and simple timing and spacing to create the illusion of 2 bouncing balls with different properties

Week 02, April 17 - 24

Topic: Straight-Ahead Action vs Pose-to-Pose, Arcs

Homework: Week 2 Reading, Assignment: Traveling Bouncing Ball – create a realistic bouncing ball animation that travels across the screen using the principles of animation we’ve learned so far

Week 03, April 24 – May 1

Topic: Squash & Stretch, Anticipation, Follow-Through & Overlap

Homework: Week 3 Reading, Exercise: Wave Action, Jumping Ball with Tail – animate a jumping ball with a tail that shows all the principles discussed this week, using pose-to-pose animation for the ball and straight ahead for the tail

Week 04, May 1 - 8

Topic: Metamorphosis Animation

Homework: Week 4 Reading, Assignment: Metamorphosis Animation, Pt. 1 & 2 – create a drawing then animate a transformation from your drawing to the next student's

Week 05, May 8 - 15

Topic: Special Effects Animation, Staging

Homework: Week 5 Reading, Exercise: Staging, Assignment: Special FX Animation – create a special effect animation based on natural phenomenon like fire, smoke, water, etc., if it is a repeating motion it must be a cycle that loops seamlessly

Study for a Quiz next week

Week 06, May 15 - 22

Topic: Strong Animation Poses & Acting

Quiz: Weeks 1 - 5

Homework: Week 6 Reading, Pose Exercises: Action & Acting, Assignment: Acting & Personality with 2 Simple Shapes – Animate two simple solid shapes interacting in such a way that we get a sense of their personalities. Your acting choices should determine each shape's personality

Week 07, May 22 - 29

Topic: Animation Planning Weight, Speed & Impact

Homework: Week 7 Reading, Exercise: Motion Analysis & Animation Thumbnails, Assignment: Impact or Weight Animation – create an impact or weight animation from a list of chosen scenarios. Your animation must show anticipation, action and reaction

Week 08, May 29 – June 5

Topic: Basic Walk Cycles

Homework: Week 8 Reading, Assignment: Basic or "Vanilla" Traveling Walk – shoot reference video and animate a basic traveling walk animation using the 4 basic poses of a walk and the contact-to-contact method

Week 09, June 5 - 12

Topic: Personality Walks

Homework: Week 10 Reading, Exercise: Modify a Vanilla Walk to show personality, Assignment: Personality Walk – use reference video and animate a character doing a walk with a distinct personality

Week 10, June 12 - 19

Topic: Runs, Mini Demo Reels

Homework: Week 11 Reading, Assignment: Personality Run & Mini Demo Reel. Animate a character doing a run with a distinct personality, and create a Mini Demo Reel of your 3 best animations from the quarter to show during our final class meeting

Week 11, June 19 – 26 *No class meeting this week due to Juneteenth holiday *

Homework: Work on Mini Demo Reels, Make up late/missing work

FINAL: Thurs. 6/26, 9:15am - 11:15 AM in AT 102

Final Presentation: Mini Demo Reel Presentations

*Schedule subject to change at Instructor's discretion