



STARK STATE COLLEGE

GENERAL SYLLABUS

Course Information

Course Name: Principles of Animation
Course Number: IMT136

Required Materials

Textbook(s): The Animator's Survival Kit (ISBN: 978-0-86547-897-8)

Required Readings: None

Additional Materials:

- **Headphones and/or Speakers**
 - Must be able to hear the course. Headphones will be needed to listen while on campus.
- **Computer Access** (available on main campus, ask for details)
 - In general, you need access to a modern, multi-core processor, computer with plenty of RAM
- **Adobe Creative Cloud Software** (available on main campus, ask for details)
 - Made available on select campus computers (ask your instructor)
 - This course relies heavily upon the newest version of Adobe Animate and Character Animator
 - This course also demonstrates and allows for the use of other digital media software that comes standard with a create cloud subscription. Here's a [link](#) to start a monthly subscription
- **Microsoft Office** (available on main campus, ask for details)
 - Students who are unfamiliar with operating systems (windows or mac) and/or web browsers should utilize SSC's Computer Bare Basics workshop. Contact Info: 330-494-6170 ext.4977
- **Physical or Cloud Drive (=>50 Gigabytes suggested)**
 - For cloud storage I suggest your student google drive because the storage capacity isn't capped
 - In regards to temporary/portable storage, I suggest using 32gb or higher USB 3.0 flash drive
- **Recommended for home computer setups:**
 - 4K Monitor (vastly increases screen space)
 - Second Monitor (easier to follow along with step by step videos)
 - Purchase Adobe Creative Cloud

Course Outline/Calendar

The date of coverage and order of coverage may be modified based on the faculty member and events beyond the control of faculty members that interfere with class times and teaching.

Week	Chapter/Topic/Lab
Week 1	Animation Theory & Applications <ul style="list-style-type: none">• Quiz• Discussion• Exercise
Week 2	Drawing Animation: Character Design & Posing <ul style="list-style-type: none">• Discussion• Exercise
Week 3	Animation Software: Drawing <ul style="list-style-type: none">• Discussion• Exercise
Week 4	Animation Software: Frame by Frame <ul style="list-style-type: none">• Lab• Exercise
Week 5	Animation Software: Tween Types <ul style="list-style-type: none">• Exercise
Week 6	Animation Software: Camera, Parallaxes, Nested Timelines <ul style="list-style-type: none">• Exercise
Week 7	Animation Software: Music and Sound Effects <ul style="list-style-type: none">• Lab
Week 8	Review and midterm lab
Week 9	Review and midterm lab <ul style="list-style-type: none">• Midterm
Week 10	Animation Software: Character Rigging <ul style="list-style-type: none">• Exercise
Week 11	Animation Planning: Storyboards and Animatics <ul style="list-style-type: none">• Exercise
Week 12	Final Project Lab <ul style="list-style-type: none">• Part 1 – Story Outline
Week 13	Final Project Lab <ul style="list-style-type: none">• Part 2 – Storyboard
Week 14	Final Project Lab <ul style="list-style-type: none">• Part 3 – Animatic
Week 15	Final Project Lab <ul style="list-style-type: none">• Part 4 - Animation
Week 16	Final Project Presentations