



ANALOG ANIMATION

COURSE SYLLABUS

Fort Hays State University
College of Arts, Humanities, and Social Sciences
Department of Art and Design
Thomas Giebler

01

COURSE INFORMATION

ART 340 - Analog Animation

Credit Hours // 3.0

Semester & Year // Fall 2024

Course Prerequisites // ART 475 - Introduction to Animation

Location of Class // AD 204 (*Schmidt Foundation Center for Art and Design, Room 202*)

Class Time // Monday/Wednesday/Friday - 1:30pm - 3:30pm

02

INSTRUCTOR INFORMATION

Thomas Giebler

Assistant Professor of Motion Design & Animation

Office: Schmidt Foundation Center for Art and Design, Room 211

Office Hours: By appointment; <https://calendly.com/tjgiebler2>

tjgiebler2@fhsu.edu

785.628.4435 (office)



[tahemus.com](https://www.tahemus.com) - view for education and professional experience details

ART & DESIGN DEPARTMENT OFFICE

Lauren Sargent

Administrative Assistant

Office: Schmidt Foundation Center for Art and Design, Room 119

Office Hours: Weekdays 8:00am - 4:30pm

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785.628.4247



ANALOG ANIMATION

COURSE SYLLABUS

03

TEXTBOOK AND COURSE MATERIALS

Technology Requirement:

Students will be using personal device stop motion applications in tandem with Dragonframe. Students are expected to have a mobile device that is capable of supporting Stop Motion Studio.

Students are expected to take care of any loaned equipment and return it in good condition when asked for it back.

04

COURSE DESCRIPTION

This course offers an in-depth exploration of traditional animation techniques with a strong emphasis on artistic storytelling and classical methodologies. It bridges the gap between fine art and animation. The curriculum begins with foundational practices with claymation, gradually progressing to more complex puppet stop-motion animation. Throughout the course, students will use specialized software, including stop motion applications and Dragonframe, to enhance their technical skills. The course is designed to hone students' attention to detail and planning, essential for effective work. By focusing on every element of a single frame, students will develop a meticulous approach that benefits both traditional and computer-based keyframe animation. Students will produce a variety of short-form animated content, each project building on the skills learned previously. The course culminates in a collaborative group micro-film, integrating all the techniques and creativity developed throughout the course, showcasing their growth and craftsmanship.

05

COURSE LEARNING OUTCOMES

After completing this course, students will be able to

- Understand the basics of stop motion animation and its application.
- Be able to animate with tangible materials.
- Focus on, dissect, analyze, and discuss every part of a single frame.
- Begin to understand the workflow of creating a stop motion film.
- Discuss and analyze various stop motion works.
- Effectively communicate and work as a group.
- Problem solve technical issues and learn to pivot effectively.
- Design and plan out a puppet for stop motion animation.
- Understand the individual roles played on a stop motion production and how they work together.
- Work with accessible and industry standard stop motion animation softwares.



ANALOG ANIMATION

Prerequisites:

This course structure is a launching point for creating analog animations. However, we recommend taking Introduction to Animation and/or Motion Design I before or during this class. This way, you will already have a foundation in animating so we can focus on the technicalities of stop motion.

Course Expectations:

To be successful in this course, students will be expected to:

- Students should expect to attend class daily, regardless of meeting on or off campus.
- Students will be required to complete in-class and at-home assignments as provided by the instructor.
- For 600-level courses, there needs to be higher expectations for graduate students in learning activities and assessment. Download this Best Practices for Teaching Graduate Courses document from the Graduate School.
- Manage time, plan for projects, and be present for class activities.

Blackboard

This tool is a university standard and will serve as the central hub for this class. Here you will find announcements, project information, links to video content, and more. Blackboard is also where you will turn in assignments. So, for this class, it will often require uploading a video within the relevant project module. Blackboard is good about sending alerts, but it is always good to check the course page early and often.

Instructional Approach & Course Structure:

The instruction in this course centers around advancing analog animation skills through lectures and demonstrations. Each topic, exercise, and assignment will be introduced with a lecture or demo. The following is a breakdown of how the course is structured.

- In class demos will be provided to introduce new topics/ideas. However, due to the nature of stop motion animation and spatial and temporal concerns, some assignments will be worked on off-campus. Assignments done outside of the classroom will still be regularly checked in with the professor.
- The professor will notify students of any workdays in which you are not required to come into the classroom and can work on your project remotely.
- Fridays will generally be kept open as workdays, but this is subject to change depending on the overall progression of the class.



ANALOG ANIMATION

COURSE SYLLABUS

09

STUDENT HELP RESOURCES

Students have access to academic services, technical support and student services at Fort Hays State University. You can find the resources online at [FHSU Blackboard Student Tutorials](#). For more information you can contact TigerTech at 785-628-3478 or [FHSU TigerTech](#).

10

COURSE POLICIES

Class Attendance/Participation:

It is your responsibility to attend class on time and consistently. The instructor will post updates on Blackboard, but if you miss class, you will inevitably miss crucial information. In addition, attendance will be regularly recorded and factored into the overall grade.

More than three unexcused absences during the semester will result in A FULL LETTER GRADE down for every additional absence for the final grade.

Assignment Due Date:

Unless prior arrangements are made all projects are due by start of class on the noted day. For every day late a project is turned in, the equivalent of one letter grade worth of points will be deducted from the total grade.

Visual Plagiarism:

All your creative work created in this class must be original. Claiming someone else's art (such as drawing, design, painting, or photography) as yours is considered visual plagiarism. When you need a reference images, take an original photo reference, or use copyright-free images. Visual plagiarism is considered academic dishonesty and will lead to serious consequences such as receiving failing grades for the assignment, lowering of the term grade, or greater consequences. A more detailed policy at FHSU can be found at Academic Honesty Policy.

Use of Artificial Intelligence:

Generative Artificial Intelligence (AI) tools are permitted in this class when usage complements the learning outcomes of the course and assignments. Students are responsible for citing the usage of these tools and will be provided with examples of how to do so to ensure academic integrity.



ANALOG ANIMATION

11

UNIVERSITY POLICIES

- Academic Honesty

- Statement of Accessibility and Services for Students with Disabilities

- Title IX Policy : FHSU is committed to fostering a safe, productive learning environment. Title IX makes it clear that violence and harassment based on sex, gender and gender identity are Civil Rights offenses subject to the same kinds of accountability and the same kinds of support applied to offenses against other protected categories such as race, national origin, etc. This includes all types of gender and relationship violence: sexual violence or harassment, domestic and dating violence, and stalking. If you wish to speak confidentially about an incident of gender and relationship violence, talk to someone at The Kelly Center, the Student Health Center, or the Options Sexual and Domestic Violence Campus Advocate who is housed in the Student Health Center. If you wish to report an incident or have questions about school policies and procedures regarding Title IX issues, please contact the Associate Vice President for Student Affairs and the FHSU Title IX Coordinator or, you can report to Residential Life Staff or University Police, which are nonconfidential reporters.

- Use of Computing Resources

- Course Drop/Withdrawal

- Writing Center