



<b>Course Title</b>	Animation & Art
<b>Tutor</b>	Louise O'Connor & David Spraggs
<b>Day &amp; time</b>	Mondays, 10am - 5pm
<b>Dates</b>	24/04/17 - 26/06/17 Bank Holidays 1/05 & 29/05 (Normal classes)
<b>Course Code</b>	D1603C101
<b>Level</b>	All (mixed ability class) (Level 1+)
<b>Room</b>	Digital Suite



### **What is this course about?**

This course will give students an understanding of how various types of animation can be created and incorporated into moving image work. Practical workshops will teach the basic principles and methods of animating drawings, sculptures and digital material with accessible and non-specialist equipment and software. Starting with Stop Motion we will move gradually through 2D and 3D animation as well as exploring how sound can be used to enhance their effect. The remaining sessions will be devoted to students developing their own work through these methods and with individual tutor support gain an understanding of how to translate their ideas through the creation and animation of physical and digital objects.

### **What topics do we cover?**

This course will cover the basics of various types of animation and their incorporation into moving image work. Starting initially with Stop Motion we will move from Hand Drawn Animation through to 3D Modelling & Animation. Students will then work on their own projects with individual support and guidance from the tutors. This course is designed to explore the intersection between animation techniques and moving image in a contemporary art context.

### **By the end of this course you will:**

Have gained an understanding of different types of animation and how their production could function in relation to your own work and moving image more generally.

### **What level is the course and do I need any particular skills?**

This course is suitable for students of all levels wishing to develop their cross-disciplinary practice.

### **How will I be taught, and what feedback and support will I get?**

You will be taught by different tutors who will develop a variety of skills and will support you

throughout the course which is structured as a series of workshops and assignments. Individual tutor support will be available throughout the course and group discussions will aim to highlight themes and create a feedback system for each student.

### About your tutors:

**Louise O'Connor** is an artist, writer and freelance creative director of animation. Her art practice incorporates moving image, sound, choreography and fiction. She is a member of performance company Gaggle, and has both performed and exhibited her work in the UK and internationally, including MoMA, New York. She completed an MA at The Royal College of Art in 2010.

**David Spraggs** is an artist living and working in London, working predominately in video and installation. He has exhibited in both the UK and internationally, most recently in SPACE (London). He completed his MFA Fine Art at Goldsmiths College in 2012.

<http://davidspraggs.co.uk/>

### Weekly breakdown

Courses at the Art Academy offer a structured approach to ensure specific subjects, skills and methods are covered. Below is a daily breakdown of what will be covered. Please bear in mind that these classes will move with the pace of the class so a degree of flexibility of what will be covered on which day will be employed.

Week	Dates	Topic/skills covered	Location and Tutor	What to bring
1	24 Apr	<p><b><i>Introduction to Animation in Art &amp; Hand Drawn Animation Workshop</i></b></p> <p>What is animation? Examples of its use in contemporary art.</p> <p>A workshop on the basics of creating hand drawn animation, and a demonstration in how to put an animation together simply, within Photoshop. We will look at transitions, movement and do lots of drawing and experimenting.</p>	<p>Louise O'Connor</p> <p>Digital Suite</p>	<p>Drawing Materials, Tracing Paper, Digital SLR, USB, Tripod</p>
2	1 May (Bank Holiday)	<p><b><i>2D &amp; 3D Stop Motion</i></b></p> <p>Building on our explorations from the first week, we will use DSLRs to explore stop motion, using collage and sculptural materials.</p>	<p>Louise O'Connor</p> <p>Digital Suite</p>	<p>Drawing Materials, Tracing Paper, Digital SLR, USB, Tripod</p>
3	8 May	<p><b><i>Introduction to After Effects</i></b></p>	<p>Louise O'Connor</p>	<p>Digital SLR, USB, Tripod</p>

		<p>We will look at how the principles introduced in so far translate into digital animation. We will look at workflow, importing assets and footage, simple motion and layers.</p> <p>In the afternoon, students can then experiment with combining the techniques we have learnt so far, or explore one in more depth.</p>	Digital Suite	
4	15 May	<p><b>3D Workshop</b></p> <p>AM Introduction to Blender An introduction to the basics of 3D modelling, creating characters, UV Mapping, Textures etc.</p>	David Spraggs  Digital Suite	
5	22 May	<p><b>3D Animation Workshop</b></p> <p>An introduction to animating simple objects in 3D space. We will then move onto Rigging, Basic Animating &amp; Rendering.</p>	David Spraggs  Digital Suite	
6	29 May (Bank Holiday)	<p><b>Sound Workshop</b></p> <p>Collecting and recording audio, ways of overlaying sound to match animations.</p>	David Spraggs  Digital Suite	Smartphones
7	5 Jun	<p><b>Personal Projects</b></p> <p>You will work on individual projects with tutor guidance and feedback.</p>	David Spraggs  Digital Suite	Ongoing Work, USB to Backup
8	12 Jun	<p><b>Personal Projects</b></p> <p>You will work on individual projects with tutor guidance and feedback.</p>	David Spraggs  Digital Suite	Ongoing Work, USB to Backup
9	19 Jun	<p><b>Personal Projects</b></p> <p>You will work on individual projects with tutor guidance and feedback.</p>	Louise O'Connor  Digital Suite	Ongoing Work, USB to Backup
10	26 Jun	<p><b>Presentations &amp; Feedback</b></p>	Louise O'Connor	Ongoing Work, USB to Backup

		Students will have the opportunity to test out installing and presenting their work and receive feedback from the tutor and fellow students.	Digital Suite	
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## Preparation Requirements & Additional Costs

**STUDENTS MUST BRING THEIR OWN MATERIALS.**

Please note that all prints must be paid for.

Students should bring their own Digital SLR or bridge camera to relevant sessions if they have one, a Smartphone will be useful too.

Please also bring any work or relevant material you wish to use over the 10 weeks. Student should make sure they bring in enough material to work with on the "Personal Projects" days.

*\*\* Please note all our computers in the Digital Suite are Mac's and therefore run the macOS operating system, they also all exclusively run Adobe CC 2017 software.\*\**

## Resources & Further Reading

*Six Drawing Lessons*, William Kentridge, Harvard University Press, 2014

Also as a lecture online

<http://mahindrahumanities.fas.harvard.edu/content/william-kentridge-drawing-lesson-one-praise-shadows>

*Guys on the Edge: Ed Atkins's Not-Quite-Human, Computer-Generated Men*, Roger Atwood, Artnews, May 2015

<http://www.artnews.com/2015/10/05/guys-on-the-edge-ed-atkinss-not-quite-human-computer-generated-men/>

*Laws of Motion in a Cartoon Landscape*, A lecture by Andy Holden and Tyler Woolcott at the Stanley Picker Gallery Kingston, 2012

<https://vimeo.com/36850355>

## Assessment

On attendance only, 80% of the course must be covered to pass. Feedback will be given throughout and verbal assessment will be given on the last week of the course.