

ART228 ANIMATION DRAWING II/FALL 2025

Stephan Leeper

3 Credits

Syllabus

Through weekly stop motion assignments, students will develop a sense of timing and character while learning camera set-up, lighting, basic fabrication, and rigging techniques. We will explore various approaches to stop-motion animation such as clay fabrication, replacement animation, wire armatures, and simple character performance.

Techniques developed in this class may be applied to the Animation Studio and Senior Project coursework.

Objectives: After successful completion of this course, the student will have a broad understanding of stop motion principles and a working knowledge of stop motion tools, practices and workflow.

Animation Performance - We will be focusing on animation performance through weekly clay animation exercises and more advanced puppet assignments.

Puppet Making - Student will basic puppet construction with a braided wire and 3D printed armatures.

Production Values - We will explore various stop-motion production techniques such as animation workflow, blocking, camera placement and lens choice, rigging, props, and basic lighting.

Open Screenings - Over the course of the semester we will be screening many examples of 3D and 2D clay animation, object animation and puppets animation.

228 Assignment Scores

Stop Motion Assignments	Score
Dragonframe Block Test	100
Clay Animation Exercises	300
10 Second Clay Prompts (6)	600
3D Print/Wire Armature Puppet Construction	500
Final Puppet Performance	500
Semester Total	2000 pts

Extra Credit: Extra credit will be given for revisions above and beyond the original assignment goals.

Required Text:

While there is no required text for this class, [Stop-Motion; Craft Skills for Model Animation](#) is highly recommended.

Required Technology:

1TB Portable External Hard Drive USB 3.0

Software: Dragon Frame, Adobe Premiere, After Effects & Photoshop.

Assignments, Feedback and Critiques: Weekly assignments early on are meant to build familiarity with the materials and to develop a sense of timing under the camera. Critiques and feedback on these projects are meant to have a cumulative effect on the quality of your work over the semester.

Later assignments break down larger projects into manageable production milestones with revisions and feedback tied to each step in the process. Please keep up as skipping over or falling behind in weekly projects will have a negative effect on your finished work and undermine your understanding of a productive workflow.

Working files will be submitted to Basecamp as indicated in the assignment pages. Files should be properly named and formatted for presentation before class begins. Late work and skipped milestones will result in a docked grade.

Attendance:

We will be meeting face to face this semester unless otherwise indicated. If you must attend remote for whatever reason, contact me as early as possible to see if Zoom access is possible.

Regular tardiness is not acceptable. Please notify me in advance for excused absences. Unexcused absences and excessive tardiness will have a negative impact your grade. Four missed classes will result in the drop of a single letter grade.

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