

Instructor Name: Huali Fu

Course Information: ART 314 Experimental Animation

Meeting Time: MWF 8:00am - 9:50 am

Room: AJ 380

Section 2 CRN: 44988

Email: hfu@bsu.edu

Office Hours: Thursday 11am - 12pm or by appointment

COURSE INFORMATION & LEARNING OUTCOMES

Course Description: Experimental animation is a course designed to break down preconceived ideas about animation. In this course, students will explore unconventional animation methods using different types of media to convey a story, idea, or theme.

Course Objectives: Experimental Animation is a course designed to break your preconceived idea of what animation is. The course will explore unconventional animation methods with different types of media to convey a story, idea, or theme.

During this course, you are allowed and encouraged to fail in your attempt to communicate your idea. You are not allowed to fail in not finishing the project or giving up on the project.

Course Learning Outcomes: Upon successful completion of this course, the student should be able to:

- Apply time and resource management principles to the development and production of computer animation projects in accordance with program requirements and industry standards
- Interact in a professional manner with each other through the use of appropriate interpersonal and communication skills
- Synthesize information from diverse sources for project purposes
- Understand communication in a visual manner
- Understand the structure of a story
- Understand camera and its place in communicating story
- Solve creative visual problems with various types of media and animation forms

Course Modality / Structure: The format for this class will combine video, demonstration, studio work time, individual feedback, group discussion, and critique. There will be a Course Calendar located on the

Canvas course site, which includes all weekly tasks, assignments, and due dates. This calendar will be updated as the semester progresses.

Course Time Commitment: It is expected that students will spend approximately 1 hour of study time outside of class for every one hour in class. Since this is a 3-credit studio, you should expect to study an average of 6 hours outside of class each week.

COURSE MATERIALS AND FEES

Note-taking media (sketchbook, notepad, journal, etc.) Any type of media storage device (flash drive, portable hard drive, cloud drive). As we progress through the semester, we will discuss other useful materials.

COURSE FEES: None

Reference Material: Udemy (all Ball State Students have access at my.bsu.edu)

Recommended Texts: None

Materials and Supplies: Note taking material, flash drive, Portable hard drive, or some type of media storage device.

Making Back-ups: Students are responsible for all digital work. Never rely on the local computer's data drive or desktop in the computer labs for any overnight storage or long-term storage. The data drives on the computers will not be touched until the end of the semester over the breaks for cleanup unless the drive becomes full. The loss of class work due to the lack of back up is not a viable excuse in this class.

Hard drives go corrupt and flash drives break, as a digital artist expect this and plan ahead for it. Always backup everything and do not leave all your files in one location. I would highly recommend using cloud storage such as OneDrive, Dropbox, or a Google drive to aid with online storage.

COURSE ASSIGNMENTS AND ASSESSMENTS

The Value of Your Work: As an artist/designer/creative, you help to determine the worth of your work and to cultivate respect for the work that you create. You should take care of your work, the execution, craftsmanship and maintenance of your work reflects on you. Maintaining a portfolio (physical/digital) is an important aspect of your development and education.

Animation Concept Presentation

For each new experimental animation project idea, please present the following in a single Word Document (examples are located on Canvas):

- A one sentence abstract about the film idea.
- A one paragraph explanation about the story and process of the animation.

- one to two images of concept art or visual inspiration, or links to examples online.

Animation Film Guidelines

- Each film should be a creative experimentation that is a combination of media, mediums, and processes.
- There are 7 main projects (due roughly every two weeks).
- Each project must be at least 12 seconds long.
- Certain projects will be fixed to a specific media or process. I will announce these.
- All main projects assignments should be supported with sound
- All assignments should be supported with Title Cards

Project Due Dates:

<i>Project 01 Stop Motion Studio</i>	Friday, Jan 23
<i>Project 02 Live Action Draw Over</i>	Friday, Feb 6
<i>Project 03 Drawing Adventure</i>	Friday, Feb 20
<i>Project 04 A Close Call</i>	Friday, March 13
<i>Project 05 Out to The Center and Back</i>	Friday, March 27
<i>Project 06 Stop Motion/Human Body</i>	Friday, April 10
<i>Project 07 Karma</i>	Friday, April 24

Homework: With a smartphone app (Stop Motion Studio, etc.) you will create your own 3-5 second every other week experimental animations. These animations should be creative, inventive, and non-repetitive in idea or form. Homework will be reviewed once per week if possible. There will be 7 reviewed weeks.

Grading Scale, Based on Industry Standards:

A = You excelled, were self-driven, and added techniques not taught by instructor

B = Performed the work requested with acceptable results

C = Performed the minimally acceptable work and attended all class sessions

D = Unacceptable work but attended all class sessions and completed all homework

F = Unacceptable work, unacceptable homework and unacceptable attendance

Assessment Criteria & Methods of Assessment:

In-class critique: In-class critiques are very important to your growth as an animation student and one day as a professional artist. A professional animation studio conducts “dailies - every day your work is viewed in different stages to make sure it adheres to the larger project’s needs.

Naming Conventions and File formats: Your completed assignment file name must conform to naming convention and requested file format to be accepted. All animation files should contain the following - last name_first name_name of project file extension. In some cases, this will apply to layers, nodes, controls, effects, and other components within an application file. Examples:

Solo_Han_falconMap.jpg

Craw_Zach_FirstDraftModel.mb

Andrews_Mark_FinalStoryboard.pdf

Dobbs_Chris_SecondAnimation.mp4

Movies

LastName_FirsName_ProjectName.mp4	
Parameter	Format
size	1920x1080
fps	24
codec	Animation
sound	AAC or mp3
timecode	Minutes, seconds, frames: 00:00:00

Portfolio: You should consider that everything you create could potentially become your next portfolio piece. That includes a well-executed class assignment.

Sketchbook: Bring your sketchbook to every class session. You will use your sketchbook in a variety of ways: as a journal, notebook, a creative laboratory for your thoughts, ideas, and sketches. It's okay to have other course work in your sketchbook, but label pages clearly so work for this course can be identified.

Research: Research is an essential part of this course in the context of tutorials, demos, and instructional material to expand your animation knowledge.

Ball State University Grading Scale:

A = 4.000	B = 3.000	D+ = 1.333	F = 0.000
A- = 3.667	B- = 2.667	D = 1.000	
B+ = 3.333	C+ = 2.333	D- = .667	

Student Evaluation Methods of Assessment:

Estimated Homework Hours Per Week: (4-6 hours per week)

- Class time will be spent in a productive manner.
- Grading will be done on a point system.
- Points for individual activities will be announced.
- All work must be received by the set deadlines.
- Late work on final projects will receive a grade of zero.
- On-time projects may be redone with instructor approval.
- **NO WORK WILL BE ACCEPTED AFTER THE FINAL PROJECT DEADLINE.**

COURSE STATEMENTS AND POLICIES

Attendance Policy

This course is based upon a series of meetings involving lectures, discussions, applied experiences, special readings and assignments. Attendance at all classes is mandatory. Students are allowed four (4) unexcused absences in the entire semester. **On the fifth (5) absence, you automatically fail the course.** It's your responsibility to know how many absences you have accrued.

Participation Policy:

- This course is designed with lectures, weekly activities, discussion, and other forms of regular collaboration and communication, be it online, in the classroom, or submitting assignments.
- It is recommended that you log into your course 3 to 4 times a week and check your official Ball State email account daily to view announcements and prepare for class.
- Complete all assignments and other activities by the stated due dates. Be present physically, mentally, emotionally and contribute a positive atmosphere to everyone's learning environment.

Feedback Policy:

- I will respond to email from your official Ball State email address within 48 hours during week days (Monday-Friday).
- I will grade your assignments, and projects within 2 weeks of submission.
- Contact me directly if you have questions or concerns about your performance in class.

Late Assignment Policy:

- All assignments are due by the end of class on the due dates indicated.
- Late Assignments will be accepted up to a week after the deadline. Email if you have difficulties and the resolution will be up to the professor's discretion

Assignment Submission Policy: All assignments must be submitted digitally, in the format requested, on the day requested, in the assignment description.

Grading Policy

It is my policy that appropriate evaluation of your academic performance is an integral part of your learning experience. In the absence of mistake, fraud, bad faith or incompetence, I will be the key decision-maker on the assignment of grades. For information concerning grade appeals, [consult the Ball State website.](#)

A Note on Pronouns

We all have pronouns that we expect people to use when they refer to us; he/him, she/her, they/them, or something else. Many people never have to think about their pronouns, but some of us would be uncomfortable if someone referred to us using pronouns that feel wrong to us. For that reason, it is important to identify your pronouns to your professor and to your classmates, and be willing to help them use the correct pronouns when referring to others, including your classmates, professor, and any artists

or designers we discuss throughout the semester. Be ready to extend grace and patience to everyone else as they learn, just as we do with the class concepts.

UNIVERSITY POLICIES

Syllabus Statement

This statement has been revised as of June 2025 (to replace previous Diversity and Disability Services Statements, FPPH Sec. 100). We are committed to ensuring that all members of the community are welcome, through valuing the various experiences and worldviews represented at Ball State and among those we serve. We promote a culture of respect and civil discourse. If you need course adaptations or accommodations because of a disability, please contact the instructor of record as soon as possible. Ball State's Disability Services office coordinates services for students with disabilities; documentation of a disability needs to be on file in that office before any accommodations can be provided. Disability Services can be contacted at 765- 285-5293 or dsd@bsu.edu

Ball State Academic Ethics Policy

Honesty, trust, and personal responsibility are fundamental attributes of the university community. Academic dishonesty and other forms of academic misconduct threaten the foundation of an institution dedicated to the pursuit of knowledge and will not be tolerated. To maintain its credibility and reputation, and to equitably assign evaluations of scholastic and creative performance, Ball State University is committed to maintaining a climate that upholds and values the highest standards of academic integrity. Visit the complete [Student Academic Ethics Policy](#).

Plagiarism Policy: Plagiarism is not acceptable, unless otherwise indicated for all assignments, you must work independently by yourself. Sharing of files is not permitted for any reason.

Potential Violations

Examples of academic integrity violations include but are not limited to:

- Working with another person on any assignment other than authorized group projects.
- Sharing or allowing others to access your files, whether done with permission or not.
- Use or possession of a file created by someone else.
- Reusing work from another semester, course, or section.
- Fraudulent submission of work.
- Using unauthorized materials during Exams.
- Impersonating someone else or having them impersonate you.
- Making fraudulent or dishonest statements regarding your work.
- Soliciting others to complete work for you.
- Posting course files and resources on study or content sharing websites.

[The Plagiarism Tutorial from UNC Libraries](#) provides you with a great foundation in Academic Integrity.

CANVAS AND STUDENT PRIVACY

Canvas Accessibility: Canvas provides a user experience that is easy, simple, and intuitive. Special attention has been paid to making Canvas screen-readable. The Rich Content Editor encourages users to create accessible content pages (i.e. text formatting is accomplished using styles). Canvas is designed to allow limited customization of colors and schemes to be accessible for all users. The National Federation

of the Blind granted Canvas the Gold Level Web Certification in 2010. Find more information by visiting the [Canvas Voluntary Product Accessibility Template \(VPAT\)](#).

FERPA and Privacy: As a student, your educational records are considered confidential. Under FERPA (Family Educational Rights and Privacy Act), your records are confidential and protected. Under most circumstances, your records will not be released without your written and signed consent. However, some directory information may be released to third parties without your prior consent unless a written request to restrict this is on file. You can learn more about student rights to privacy by reading [Ball State's FERPA and Privacy and Protection](#).

Video Conferencing Recording: In this class, software may be used to record live class discussions. As a student in this class, your participation in live class discussions may be recorded. These recordings typically will be made available only to students enrolled in the class, to assist those who cannot attend the live session or to serve as a resource for those who would like to review content that was presented. Students who prefer to participate via audio only will be allowed to disable their video camera so only audio will be captured. Students who prefer to listen only must disable their audio capability and visual camera. If you have concerns, please discuss these options with me.

SUPPORT SERVICES

The Writing Center: All writers improve with practice and feedback, so as a student in this course, you are encouraged to use the Writing Center (in Robert Bell 295, Bracken Library, or online) to get additional feedback on your writing. To schedule a free appointment to discuss your writing, go to www.bsu.edu/writingcenter. Online and in-person appointments are available seven days a week; however, plan ahead because appointments book quickly!

The Learning Center: The Learning Center offers free Tutoring and Academic Coaching for many courses at Ball State. Students can make appointments for online (Zoom) or in-person (NQ 350) appointments. All students are required to wear masks in the Learning Center. To make an appointment, visit my.bsu.edu and click on "TutorTrac" in the Additional Tools section, or just go directly to <https://ballstate.go-redrock.com>.

Testing accommodations for students with disabilities are available for students who have received the appropriate documentation from Disability Services. Tests may be administered in the Learning Center.

Supplemental Instruction is available in select courses. If you have an SI leader for your course, that person will provide students with information the first week of school regarding weekly study sessions. For more information about all of our programming, visit bsu.edu/learningcenter or call 765-285-1006. Follow us on Instagram: BallStateLC.

The Counseling Center offers free confidential telehealth counseling services for BSU students. Students can call the Counseling Center at (765) 285-1736 to make an appointment. Many of their outreach services can be accessed from anywhere and they have online **resources** available 24 hours a day. They also have a free, self-help, on-line tool --Welltrack to help cope with stress, anxiety and depression and this can be found at: <https://www.bsu.edu/campuslife/counselingcenter>. Click here to **find more information (PDF)** about services.

Cardinal Kitchen: Cardinal Kitchen is Ball State's campus food pantry. The pantry is open to all Ball State students Tuesday nights from 5:00 to 8:00 p.m. throughout the year. It is located in Room L26 of the Student Center and you can contact them by phone: (765) 285-2621 or email: cardkitch@bsu.edu

AI POLICY

As part of this course, students are permitted to use text-based AI tools, including ChatGPT, to support their creative and technical work. However, the responsible and ethical use of AI is essential and should align with the principles of academic integrity, originality, and respect for the creative process.

Guidelines for AI Use:

1. **Purposeful Assistance:** AI tools may be used for brainstorming, generating ideas, refining written content, or solving technical challenges. AI should serve as a supplement to your own critical thinking and creativity, not a replacement.
2. **Transparency:** Clearly document when and how AI tools were used in your project.
3. **Originality and Ownership:** Ensure that the final work reflects your personal vision and effort. AI-generated content must be reviewed and integrated thoughtfully, not submitted as-is, to maintain the integrity of your artistic voice.
4. **Critical Evaluation:** Verify the accuracy, relevance, and originality of AI-generated content. Be cautious of relying on AI-generated outputs that may perpetuate biases, inaccuracies, or unoriginal ideas.
5. **Respect for Collaboration:** If collaborating with peers, discuss and agree upon the role AI will play in your shared work to maintain fairness and equitable contribution.

Ethical Considerations:

1. **Moral Responsibility:** Recognize the broader ethical implications of using AI tools, including potential issues of copyright infringement, plagiarism, and over-reliance on automated processes.
2. **Cultural Sensitivity:** Be mindful of biases or culturally insensitive outputs generated by AI tools. It is your responsibility to evaluate and adjust content to reflect ethical and inclusive values.
3. **Creative Integrity:** Understand that your capstone project is a demonstration of your skills and creativity as an artist and professional. Misuse of AI tools to shortcut the creative process can undermine the purpose of the course and your learning experience.

Consequences for Misuse:

Failure to comply with these guidelines may result in academic penalties, including loss of credit for assignments or projects where misuse is identified. Additionally, such behavior may be reported in accordance with the university's academic integrity policies.

By adhering to this policy, you will demonstrate professionalism and ethical decision-making while leveraging AI as a valuable tool in your creative journey. (I did use AI to help create this AI policy.)

SUBJECT TO CHANGE STATEMENT

This syllabus and schedule are subject to change in the event of extenuating circumstances.

CLASSROOM POLICIES AND GUIDES

(covered by the Professionalism grade):

- No food allowed in class or lab at any time.
- Edible items brought to class or lab must be thrown out.
- Please log out of computer when done working. The lab will be updated remotely and this is the easiest way for the tech to know that the computer can be updated.
- Break times are scheduled by the instructor at appropriate intervals.
- No private software is to be brought to lab or loaded onto school computers.
- No software games are allowed in lab (unless in course curriculum).
- Headphones are required if listening to music during lab. No headphones are allowed in lecture.
- **There will be no movie/media watching, instant messaging, texting, electronic social networking of any kind, or internet browsing during class hours unless it is class-related.**
- Any student who has special needs that may affect his or her performance in this class is asked to identify his/her needs to the instructor in private by the end of the first day of class. Any resulting class performance problems that may arise for those who do not identify their needs will not receive any special grading considerations.

COURSE CALENDAR

Week	Activities
Week 1	Jan 05 - 09 Mon – Class Overview Wed – Object Animation (in-class exercise) Fri – Early History of Animation
Week 2	Jan 12 - 16 Mon – classwork Wed – Windsor McCay and James Stuart Blackton Fri – Homework Assignment 1 - Zoetrope & Animation Concept for Project 01 Due (Submission & Critique)
Week 3	Jan 19 - 23 Mon – No Class MLK Wed – George Pal Fri – Project 01 - Stop Motion Project Due (Submission & Critique)
Week 4	Jan 26 - Jan 30 Mon – Wed – Lotte Reiniger Fri – Homework Assignment 2 - Traditional Paper Animation & Concept for Project 02 Due (Submission & Critique)
Week 5	Feb 02 - 06 Mon – Wed – Bob Clampett Fri – Project 02 - Live Action Draw Over Due (Submission & Critique)
Week 6	Week 06: Feb 09 - 13 Mon – Wed – John & Faith Hubley Fri – Homework Assignment 3 - Experimental Abstract & Concept for Project 03 Due (Submission & Critique)
Week 7	Feb 16 - 20 Mon – Wed – Tex Avery Fri – Project 03 - A Drawing Adventure Due (Submission & Critique)
Week 8	Feb 23 - Feb 27 Mon - Wed - Chuck Jones Fri - Homework Assignment 4 - 3D Software with Unconventional Methods & Concept for Project 04 Due (Submission & Critique)

Week 9	Mar 02 - Mar 06 Spring Break Mon - NO CLASS Wed - NO CLASS Fri - NO CLASS
Week 10	Mar 9 - Mar 13 Mon - Wed - William Hanna and Joseph Barbera Fri - Project 04 - A Close Call Due (Submission & Critique)
Week 11	Mar 16 - Mar 20 Mon - Wed - John Kricfalusi Fri - Homework Assignment 5 - Green Screen & Concept for Project 05 Due (Submission & Critique)
Week 12	Week 12: Mar 23 - Mar 27 Mon - Wed - Genndy Tartakovsky Fri - Project 05 - Out To The Center and Back Due (Submission & Critique)
Week 13	Mar 30 - Apr 03 Mon - Wed - Michele Gagne' Fri - Homework Assignment 6 - Live Action Yourself & Concept for Project 06 Due (Submission & Critique)
Week 14	Apr 06 - Apr 10 Mon - Wed - Hayao Miyazaki Fri - Project 06 - Stop Motion/Human Body Due (Submission & Critique)
Week 15	Apr 13 - Apr 17 Mon - Wed - Fri - Homework Assignment 7 - Experimental Animation - Open Medium & Concept for Project 07 Due (Submission & Critique)
Week 16	Apr 20 - Apr 24 Mon - Wed - Fri -
Finals Week	April 27 - May 01 Mon - LAST MEETING DAY FOR CLASS Thur - Project 07 - Karma Due (Submission & Critique) Finals Exam Cell (C1) - Thursday, 7:30am- 9:30am Have a good summer!

