



## Course Syllabus

### DIG2300C – Introduction to 2D Animation

### Fall 2019

#### ***Instructor Information***

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Instructor: Denise Gross, Assoc. Professor of Digital Media and Design  
Division: Academic Programs  
Office Location: Building 21, Office 119  
Telephone: 386.754.4366  
E-mail: [denise.gross@fgc.edu](mailto:denise.gross@fgc.edu)  
Office Hours: Monday & Wednesday 8:15–8:30am, 2:30–3:30pm  
Tuesday & Thursday 8:15–8:30am, 12:00–1pm, 2:30–3:30pm  
*Otherwise by appointment*

#### ***Course Identification***

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Course Section: 001  
Course Location: Building 21 Room 108  
Class Times: Tuesday & Thursday from 8:30 a.m. – 9:45 a.m.  
Prerequisites: None

#### ***Course Description***

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This is an introductory course in creating two-dimensional digital animation. General concepts, history, and techniques used in both traditional and digital animation will be covered. Students will have the opportunity to explore the skills and techniques used to create several animations and projects.

DIG2300C is a 3-credit lecture/lab course.

#### ***Course Objectives***

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The objectives for this course are to:

- Describe the historical aspects of animation.
- Compare traditional to digital animation techniques.
- Identify and apply the 12 basic principles of animation.
- Discuss the concept of key frames and in-betweening in animation.
- Examine real-world movements and how they are adapted to the animation medium.
- Define timing and length of a movement or sequence.
- Discuss basic walk cycles, head turns, eye movements, and animated backgrounds.
- Create and produce an animated sequence of events or movements using industry standard software.

## ***Required Textbook***

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The required textbooks are:

- ***Tradigital Animate CC: 12 Principles of Animation in Adobe Animate 1<sup>st</sup> Edition***, Stephen Brooks, CRC Press.  
ISBN-13: 978-1138012929

## ***Required Software***

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The required software is:

- ***Adobe Animate CC (2018 Release)*** – provided for you on every computer in the Mac lab, and on the two Macs in the Student Success Center.

## ***Required Supplies***

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Students will need:

- 2 USB drives – at least 16 GB (one for backing up work and one for turning in assignments)
- A Strathmore Sketch Pad - 200 Series, 8.5" x 11" - Wire Bound - 100/Sht. Pad
- 1 - Round Pegbar PLASTIC (Lightfoot Ltd. Animation Supplies - <http://www.lightfootltd.com/>) – can be purchased in the bookstore.
- Pencils (preferably drawing pencils) - Faber - Castell Creative Studio Graphite Sketch 6-Pencil Set (2H, HB, B, 2B, 4B & 6B in a Tin) – can be purchased in the bookstore
- Staedler Mars Plastic White Eraser – can be purchased in the bookstore
- Art Gum Eraser or Staedler Mars Plastic White Eraser – can be purchased in the bookstore
- Drafting Tape - 3/4" x 60-yd. Roll (or comparable) - can be purchased in the bookstore
- Black drawing pens – preferably - Faber - Castell - PITT Artists' Pen Sets, Black - Superfine, Fine, Medium & Brush
- Flexible Stainless Steel Rulers - 18" - Cork Backed – can be purchased in the bookstore

## ***Other Applicable Learning Resources***

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Other applicable learning resources for this course include:

- Reference books on reserve in the library specifically for this course:
  - I have placed several books on animation in the reserve section of the FGC library
- Published relevant journal articles that can be accessed in the library or online.
- Handouts given in class.
- Videos that can be found within the course in Canvas or online.
- Presentation slides that can be found within the course in Canvas.

## ***Learning Activities***

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Documents outlining learning activities, in detail, are available on the course website in Canvas. The learning activities that you will encounter in this course include:

- Lectures
- Reading and video assignments
- Research

- Drawing labs – during the course we will be doing several in-class activities. Most of these activities will involve developing sketching skills. Others may involve the building of items used in traditional animation (Thaumatrope, flipbooks etc.). Most of these activities will be done together in class. Some will be assigned for homework. These activities are designed to teach fundamental sketching / drawing skills to the students that will be directly translated in to creating traditional animation.
- Textbook lessons – which are step-by-step exercises that follow instructions in the textbook. These exercises are designed to teach the students specific tools and methods of working with the software.
- Projects - students will be given an animation concept/problem and will use what they have learned to develop a working animation that demonstrates the concept/solution to the problem. Projects are a chance to demonstrate what you have learned and the skills you have developed.
- Critiques – Through this method, students are given the opportunity to present and articulate their ideas and concepts for the given problem/project. Students then receive feedback from the instructors and other students on the formal and conceptual validity of their solutions. Students’ homework usually consists of reactions and revisions based on these critiques. Specific guidelines for critiques will be given at the time of critique. All students are expected to participate actively in critiques.
- Objective quizzes about the lectures, exercises, and readings
- Discussions – in-class and/or on the discussion board. Part of learning to be an animator / digital media artist is learning to discuss your own work, and other’s work. Students will be required to actively participate in discussions. Discussion guidelines will always be given.

## **Grading**

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### **Final Exam:**

The final exam for this course will be Thursday, 12/5/19, from 8:30 a.m. to 11:15 a.m.

### **Grading Scale**

<i>Letter Grade</i>	<i>Percentage</i>	<i>Points</i>
<b>A</b>	90 - 100	900 - 1000
<b>B+</b>	87 - 89	870 - 899
<b>B</b>	80 - 86	800 - 869
<b>C+</b>	77 - 79	770 - 779
<b>C</b>	70 - 76	700 - 769
<b>D+</b>	67 - 69	670 - 699
<b>D</b>	60 - 66	600 - 669
<b>F</b>	59% and below	0 - 599

### **Grading Policy**

Grades will be based on the following:

Attendance / Participation – 10%	100
Drawing Labs – 8 @ 30 points each – 24%	240
Textbook Lessons – 12@ 60 points each – 36%	360
Project 1 (Flipbook) – 10%	100
Project 2 (5 -10 sec. animation) – 20%	200
<b>Total Points</b>	<b>1000</b>

## Evaluation

- All drawing labs, textbook lessons, and projects will be evaluated throughout the semester.
- All textbook lessons will be evaluated digitally.
- Project 1 will be evaluated both on paper (it will be a flipbook), and digitally.
- Project 2 will be evaluated digitally.
- Files must be accurately named following the naming protocol. Example of the naming protocol: *LastnameFirstname\_Exercise1.fla* or *JaneSmith\_Exercise1.fla*.
- If the file cannot be found, the student will receive a zero for the assignment.
- Each student is advised to save computer work on a USB drive identified with first and last name and to a folder with his/her name in the *Student Folder* on the classroom computer they are using. It is the student's responsibility to back-up their work to protect it from computer crashes and deleted or corrupted files.
- Classroom participation, activity labs, textbook lessons, quizzes, and projects will be used to evaluate student performance. Students will critique their work, as well as those of classmates, throughout the term. Critiques are very important as they offer an exchange of information between both the creators of the work and the viewers. Explanation of methods employed, learned experiences, as well as strengths and weaknesses evident in the piece with suggestions for alternative directions of the work are all aims of critiques.
- *Please note:* If you work on a project or assignment on a Windows computer, be aware that cross-platform problems may occur. **Fonts will not be the same from Windows to Macintosh** unless you convert type to outlines or embed fonts. It is the student's responsibility for the readability of all digital files. If the instructor is unable to evaluate a digital assignment from within the software application, the assignment will receive a zero.

## Late Assignments

- If you know in advance that you will miss a class when an assignment is due, you should turn it in ahead of time to receive full credit.
- A *late drawing lab, or textbook lesson* will *lose 10%* of the total possible points as a late penalty and must be received by 10 a.m. seven calendar days after it was due. After this, the activity lab will not be accepted and the grade will become a zero.
- A *late project* will *lose 15%* of the total possible points as a late penalty and must be received by 10 a.m. seven calendar days after it was due. After this, the project will not

be accepted and the grade will become a zero. Project 2, the final project, will not be accepted late.

- If you have accessibility accommodations for extended time on an in-class exercise you must bring me your official accommodation form to receive that extra time. This can be done in person. Or you can have the accessibility office email me your form. Extended time for accessibility accommodations only applies to in-class exercises. It does not apply to textbook lessons or projects. Extended time means that you will receive one extra hour without any penalty. After this the late assignments policy will kick in.

## **Course Policies**

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**Learning is a process not a product.** To enhance your learning process students are expected to follow certain guidelines of behavior in this course.

### **Work Ethic**

- Students are expected to work in class each session and to invest efforts outside of regularly scheduled class time in order to produce acceptable results. **This class takes many outside hours of work in the Mac lab to be successful.**
- Students are asked to work quietly during class studio time. Conversations are distracting and break the concentration needed to produce quality work.
- Always come to class prepared to work on projects, with materials and needed supplies.

### **Attendance**

Class attendance is an important factor in college success. This is a combination lecture/studio class. The information presented in classroom discussions, project explanations, and media demonstrations cannot be adequately repeated when they are missed. Class time will often be used for working on projects. Since there is no substitute for time spent working in class with your peers and instructor, attendance and actively working in class is required of every student with no exceptions.

Excessive absenteeism will negatively impact student success in this class. Students will be monitored for regular attendance according to the following criteria:

- Any time a student is not in class it will be considered an absence no matter what the reason. There are no "excused" absences, whether for illness or a vacation. It is advised that you reserve your absences for real illness or emergencies.
- Students are responsible for all materials presented in class, discussion of the readings, and contributing dialogue during critiques. It is the student's responsibility to make up all work missed due to absences. .
- **You are allowed two absences without penalty.**
- Three absences will result in a 25-point deduction from the total points earned for the semester. There will be an additional 25-point deduction for each additional absence beyond this third absence.
- Arriving late to class, taking breaks, and/or leaving class early three times will result in a 25-point deduction from the total points earned for the course. There will be an additional 25-point deduction for each tardy, break, or early departure over three occurrences.

### **Student Conduct Policy**

This course is "rated G."

This means that any word, comment, image, sound, or video that wouldn't be allowed in a Rated G film will NOT be tolerated in this class. This policy therefore prohibits ALL profanity and ALL derogatory comments in regards to any person's race, religion, gender, age, color, creed, size, nationality, ethnicity, sexual orientation, socio-economic status, political views, academic status or performance.

Additionally, any lewd or violent content (words, images and all other media) is also not tolerated. Again, if it's something that can't be seen in a rated-G cartoon for young children, it isn't tolerated in this class.

Any such profanity or aforementioned comment will be documented and forwarded to the Academic Dean, as well as resulting in the loss of all Participation points for this course. This will cause the offending student's final grade to drop by at least one letter grade.

Students are expected to behave professionally and courteously in all interactions with the instructor, clients, and other students. Students behaving in a way that is not courteous and professional will be asked to leave class and will be reported to the Academic Dean.

### **Disruption-free Learning Environment**

Discussion and expression of all views relevant to the subject matter are recognized as necessary to the educational process, but students have the right to a classroom free from disruptions that interfere with learning. The instructor sets the standard of acceptable behavior in the classroom. In the interest of preserving the rights of others, a student may be dismissed from a class for unacceptable behavior.

### **Internet / Technology Use Policy:**

As a student at Florida Gateway College, you will be given access to wireless Internet. Wireless Internet privileges are to be used for academic purposes only while in the classroom setting.

**\*Please turn ringers off on cell phones and other devices upon entering the classroom. Cell phones should be kept stored away in book bags. No texting during class is allowed.**

### **Computer Lab Procedures**

- The computer lab for graphic design is in building 21, room 108.
- The lab computers are to be used for academic purposes only.
- The lab computers are for current students in graphic/game design courses only.
- Computer lab hours are: Monday - Thursday: 8am - 3:30pm
- You are welcome to come in and work when classes are in session provided a computer station is available for your use and you work quietly.
- **No food or drinks are allowed in the computer lab.**
- Please use headphones when listening to music during open lab hours. Loud music is disruptive to these working environments.
- Individuals not enrolled in classes meeting in building 21 room 108 are not permitted to use the computers.
- There are two Mac computers in the Student Success Center that are reserved for digital media and video game design students.

### **Course Resources**

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#### **FGC Student Canvas Account**

- You will be able to review all course documents (syllabus, calendar, project specifications, evaluation rubrics, etc.) in Canvas.

- You will also be able to review your grades for the course projects in Canvas.
- To log into your FGC Student Canvas Account:
  - Go to the college's homepage: <https://www.fgc.edu/>.
  - Click on the **My Courses** link at the top of the page.
  - Enter your FGC student e-mail address and MyFGC password

### Student E-mail Account

Your FGC e-mail address is *firstname.lastname@wolves.fgc.edu*.

This e-mail account will be the one used by the instructor to e-mail you. You are advised to check this e-mail account several times a week. **You should check your college email frequently. Your professors, as well as other areas of the college will contact you during the term. This is the official means of communication from the college.**

The procedure for accessing the e-mail account is:

- Click on MyFGC from the College's homepage.
- Click on Enter Secure Area
- Log in using Student ID and PIN
- Click on Personal Information
- Click on View E-mail Addresses
- Copy email address containing @wolves.fgc.edu
- Sign out of MyFGC
- Go to <https://www.outlook.com/fgc.edu>.
- Enter entire email address copied from MyFGC. example: john.doe@wolves.fgc.edu
- Enter PIN (same PIN as above)

Student email accounts can be synced to both Android and iOS devices. The instructions to do this are at: <https://www.fgc.edu/students/student-resources/email-account-instructions/>.

## Relevant Support For Learning

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### The Student Success Center (SSC)

The Student Success Center is located in Building 059. SSC offers a variety of resources for students and faculty. The Success Center has over 60 computers with internet and limited free printing for students. Copies of reference books, textbooks, access to course specific software, and access to tutors for all levels of math and writing are available in the Success Center. Students may submit academic papers to be reviewed by an in-house tutor by emailing to [college.success@fgc.edu](mailto:college.success@fgc.edu). Tutoring for other subjects such as Chemistry, Accounting, Anatomy and Physiology, Physics, Spanish, and Public Speaking is available. Please stop by Building 059 for the current tutor schedule. The center also provides space for students to study in subject specific Learning Groups, which provide opportunities for students to work with a Tutor on particular competencies and to focus on strengthening their foundational skills. Proctored tests are available in the SSC by instructor approval only. SSC offers a PERT preparation Boot Camp for students to strengthen their skills with a personalized study plan. If you have any questions please call (386)754-4479 or 754-4413, or email [sandi.tomlinson@fgc.edu](mailto:sandi.tomlinson@fgc.edu).

SSC also provides 24 hour online tutor services through Tutor.com. This service is accessed directly through students' Canvas courses. Online tutoring is limited to five hours per student per semester. If additional online tutoring time is needed, you must contact Robert Dawson in the Student Success Center by email: [robert.dawsonjr@fgc.edu](mailto:robert.dawsonjr@fgc.edu). Extensions will be granted on a case-by-case review of online tutoring sessions.

The TRiO program is also housed in the Student Success Center offering coaching to enhance, navigate, and simplify the college experience. Qualified students may participate in workshops, travel, individualized tutoring sessions and other educational experiences.

The SSC is open during the following hours:

- Monday – Thursday 8 am to 6 pm (All year)
- Friday 9 am to 4:30 pm (Fall/Spring)
- Saturday 10 am to 2 pm (Fall/Spring)

If you have any questions, you may contact the center by phone at (386)754-4437, 754-4305, or 754-4307, or by email at [robert.dawsonjr@fgc.edu](mailto:robert.dawsonjr@fgc.edu)

### **GradesFirst**

- The Student Success Center, located in Bldg. 59, offers early alert to the entire campus through GradesFirst/EAB. Twice during the semester we provide instructors with the opportunity to ALERT students of their course progress. This is done through the FGC Wolves email account. Students may receive an email stating their success may be at risk in a specific course. If you receive this email, DO NOT PANIC. Please contact your instructor directly, your Academic Advisor, and the Student Success Center. Your instructor's information is provided in the email.
- Please do not allow yourself to struggle. We are here to help you achieve success. The mission of the Student Success Center is to help encourage and promote your educational journey here at FGC and beyond.

### **Resource Information**

If you think you might benefit from the guidance of a professional counselor for any school, work, or life issue, take advantage of the **free, confidential resources of BayCare Behavioral Health**. If you would like to speak to a Counselor over the phone, please call **(800) 878-5470**. It is a safe and secure way to get short-term counseling (up to 3 sessions) on issues including: managing stress/ school, work or life issues/ relationship issues/ family concerns/ anxiety, depression/ grief, trauma, loss/ self-esteem/ substance abuse. **Counseling sessions are completely confidential**. If you are in the need of additional resources please contact the Director of Student Life, Building 7.

### **Academic Appeal; Grievances; General Complaint**

If a student wishes to file an academic appeal, grievance, or general complaint, please visit the college's website ([www.fgc.edu](http://www.fgc.edu)) for more information. Under Student Resources and Student Complaints/Appeals, information regarding policy, procedure, and forms related to these topics is provided.

## ***College Policies***

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### **College Course Withdrawal & Drop Procedures**

The last day to withdraw for Fall Term is Wednesday is 11/06/19.

Students who register for classes are responsible for all fees associated with those classes. Students who decide not to attend or wish to withdraw from a class are responsible for dropping or withdrawing from class by the appropriate published date (see [Academic Calendar](#)). Students, who have not been identified by their instructor as never attending, will not be automatically dropped or withdrawn. Any student not dropped or withdrawn by the published dates will remain officially registered, liable for all fees, and assigned an earned grade at the end of the semester.

A course may be dropped only during the published add/drop period. The student may drop the course online through MyFGC or by submitting a form through the office of Enrollment Services. Dual Enrollment students should follow the established dual enrollment drop process.

To withdraw from a course, the student must complete the following before the published withdrawal deadline:



1. Complete the Withdrawal form and submit it to your instructor. The instructor should sign the form and fill in the last date of attendance.
2. The student must then meet with an academic advisor, who will sign the form. (Advising Services, Building 014).
3. Submit the form to the Director of Financial Aid or one of the Director's designees for signature.
4. Take the signed Withdrawal form to the Office of Enrollment Services for processing before the deadline for withdrawal.

A student will be permitted a maximum of two (2) withdrawals per course. Upon the third attempt, the student will not be permitted to withdraw and will receive a grade for the course. Students, who take courses off campus or have extenuating circumstances that prevent submission of Withdrawal form in person, must:

1. Obtain the instructor's authorization and last date of attendance via email
2. Email the advisor a statement requesting a withdrawal from the course and include the instructor's email with the last date of attendance.
3. The advisor will complete a withdrawal form, attach the emails from the student and instructor in lieu of signatures and forward the form to Financial Aid.
4. A Financial Aid representative will complete and sign the form and forward the form to Enrollment Services to be processed.

It is the student's responsibility to ensure that the required documents are submitted to the advisor prior to the designated withdrawal deadline and to understand all financial and academic implications of the withdrawal. Absence from class or merely notifying the professor does not constitute withdrawal. A student who stops attending class without withdrawing will receive a grade from his/her instructor.

### **Academic Honesty**

Cheating, plagiarism, bribery, misrepresentation, and fabrication are not permitted and will be dealt with severely. Students should make themselves aware of the student code of conduct found in the Student Handbook.

### **Equity and Diversity**

Florida Gateway College does not discriminate in education or employment related decisions on the basis of race, color, ethnicity, national origin, gender, religion, disability, age, marital status, genetic information, sexual orientation, pregnancy, or any other legally protected status in accordance with the law. The equity officer is Sharon Best, executive director of human resources, 149 SE College Place, Lake City, FL 32025, and may be reached at (386) 754-4313.

### **Disability Statement**

The Office of Accessibility Services (OAS) is a resource for both students with disabilities as well as faculty. Students with disabilities in need of academic accommodations must first be registered with the Accessibility Services Office to verify the disability, establish eligibility, and determine reasonable academic accommodations.

After registering with the OAS, students must request their academic accommodation letters be sent each semester to their instructors. Upon receipt of the letter, the instructor will be available during office hours or via email to discuss the accommodations a student will need during the course.

Students with disabilities who are not registered with the OAS or faculty who may have questions or concerns regarding an accommodation, please contact the office at the following:

In person: Building 14, Room 102  
Phone: (386) 754-4393  
Email: [disability.services@fgc.edu](mailto:disability.services@fgc.edu)

### **FERPA Statement**

The Family Educational Rights and Privacy Act (FERPA) provides certain privacy rights to students related to educational records. This information can be found in the College Catalog, at the Office of Enrollment Services in Building 015 or on the College Web site.

### **SACS Statement**

Florida Gateway College is accredited by the Southern Association of Colleges and School Commission on Colleges to award the baccalaureate and associate degrees. Contact the Southern Association of Colleges and Schools Commission on Colleges at 1866 Southern Lane, Decatur, Georgia 30033-4097, or call 404-679-4500 for questions about the accreditation of Florida Gateway College.

## Textbook Lessons

- Traditional Animate CC – 12 Principles of Animation in Adobe Animate

*Dates are subject to change and will be announced in class and posted in Blackboard.*

Lesson	File Name	Complete Pages	Due Date	
Chapter 1 – Timing	<a href="#">Bouncing Ball 1 – timing.fl</a>	ix – 12	8/27 /19	25
Chapter 2 - Slow In and Slow Out	<a href="#">Bouncing Ball 2 – Slow In Slow Out.fl</a> <a href="#">Bouncing Ball 2 – Slow In Slow Out – closer look.fl</a>	23 – 35	9/5/19	35
Chapter 3 - Squash and Stretch	<a href="#">Bouncing Ball 3 – Squash and Stretch.fl</a>	49 - 59	9/5/19	35
Chapter 4 – Anticipation	<a href="#">Bouncing Ball 4 – anticipation.fl</a>	73 – 86	9/12/19	35
Chapter 5 – Arcs	<a href="#">Bouncing Ball 5 – arcs.fl</a> <a href="#">Bouncing Ball 5 – closer look - sun.fl</a> <a href="#">Bouncing Ball 5 – closer look - pendulum.fl</a>	105 – 122	9/17/19	35
Chapter 6 – Staging	<a href="#">Bouncing Ball 6 – staging.fl</a>	137 - 156	10/3/19	35
Chapter 7 - Straight Ahead & Pose to Pose	<a href="#">Bouncing Ball 7 – straight ahead.fl</a> <a href="#">Bouncing Ball 7 – pose to pose.fl</a> <a href="#">Bouncing Ball 7 – straight ahead – closer look.fl</a> <a href="#">Bouncing Ball 7 – pose to pose – closer look.fl</a>	167 – 188	10/8/19	35
Chapter 8 - Follow Through & Overlapping Action	<a href="#">Bouncing Ball 8 – overlapping.fl</a> <a href="#">Bouncing Ball 8 – follow through.fl</a> <a href="#">Bouncing Ball 8 – cleanup.fl</a>	197 – 220	10/10/19	40
Chapter 9 - Secondary Action	<a href="#">Bouncing Ball 9 – secondary action.fl</a> <a href="#">Bouncing Ball 9 – secondary action - closer look.fl</a>	233 – 258	10/15/19	15 20
Chapter 10 - Solid Drawing	<a href="#">Ch10 – solid_drawing-1.fl</a>	265 – 303	10/17/19	40
Chapter 11 – Exaggeration	<a href="#">Ch11-real_world-exaggerated_chew.fl</a> <a href="#">Ch11-real_world-exaggerated_pitcher.fl</a>	305 - 325	10/22/19	30
Chapter 12 – Appeal	<a href="#">Chp_12_appeal</a>	327 - 341	11/7/19	35
			Total Points	

## Course Calendar and Due Dates

Dates are subject to change. Changes will be announced in class and posted in Canvas		
Date	Topic(s) in class	Assignment Due
8/20	Review class syllabus & calendar, texts and supplies, graphics lab overview	
8/22	What is Animation? A brief history of animation; Persistence of Vision; <a href="#">Drawing Lab 1 - Thaumatrope activity</a>	
8/27	Persistence of Vision cont.; Sketching vs. Drawing; <a href="#">Drawing Lab 2 – Circles and Lines</a>	<a href="#">Drawing Lab 1 - Thaumatrope due</a>
8/29	Intro to Adobe Animate Chapter 1 – Timing	<a href="#">Drawing Lab 2 – Circles and Lines - due</a>
9/3	Chapter 2 - Slow In and Slow Out	Chapter 1 – Timing
9/5	Chapter 3 - Squash and Stretch	Chapter 2 - Slow In and Slow Out
9/10	<a href="#">Drawing Lab 3</a>	Chapter 3 - Squash and Stretch
9/12	Chapter 4 – Anticipation; <b>Project 1 introduction</b>	
9/17	Chapter 6 – Staging; Chapter 5 – Arcs	Chapter 4 – Anticipation; <a href="#">Drawing Lab 3</a>
9/19	Chapter 7 - Straight Ahead & Pose to Pose	Chapter 6 – Staging
9/24	<a href="#">Drawing Lab 4</a>	
9/26	Chapter 8 - Follow Through & Overlapping Action	Chapter 7 - Straight Ahead & Pose to Pose
10/1	<a href="#">Drawing Lab – 5</a>	<a href="#">Drawing Lab 4</a>
10/3		Chapter 8 - Follow Through & Overlapping Action
10/8		<a href="#">Drawing Lab - 5</a>
10/10	<b>Critique Project #1</b>	<b>Project #1 - due</b>
10/15	Chapter 9 - Secondary Action	
10/17	Chapter 10 - Solid Drawing	
10/22		Chapter 9 - Secondary Action
10/24	<a href="#">Drawing Lab - 6</a>	
10/29	Chapter 11 – Exaggeration	Chapter 10 - Solid Drawing
10/31	<a href="#">Drawing Lab - 7</a>	<a href="#">Drawing Lab – 6</a>
11/5	<a href="#">Drawing Lab - 8</a>	

11/7	Chapter 12 – Appeal	Chapter 11 – Exaggeration
11/12	<b>Project #2 introduction</b>	Chapter 12 – Appeal
11/14	Project #2 – cont.	Drawing Lab - 7
11/19	Project #2 – cont.	Drawing Lab – 8
11/21	Project #2 – cont.	
11/26	Project #2 – cont.	
11/28	Thanksgiving holiday – no class	
12/3	Final Exam from 8:30 a.m. to 11:15 a.m. <b>Critique Project #2</b>	<b>Final Project due</b> (will not be accepted late)