

## **DIG3313C 2D DIGITAL ANIMATION TECHNIQUES**

**Spring 2026**

### **Course Meetings:**

Asynchronous. Optional live classes will be hosted Sunday nights from 8 PM -10 PM E.S.T.

**Course Modality:** Online

### **Course Description**

This course is designed to instill an understanding of animation principles and produce quality 2D Digital animations implementing these principles and exploring various techniques primarily using Toon Boom Harmony. During the course of the semester the students will be assigned weekly projects, discussions, and animation projects focused on principles that utilize key aspects of the required software. For the final project each student will create an animated film, 15-30 seconds in length, through which they will learn the production process of animation including writing a treatment, storyboarding, timing through animatics and final rendered animations.

### **Course Prerequisites**

Digital Arts and Sciences major

### **Learning Outcomes**

By the end of this course, students will be able to:

1. Identify and apply the 12 animation principles.
2. Employ timing and motion through key-frames, holds, and in-betweens.
3. Relate knowledge of various animation history and techniques.
4. Describe characteristics of well-designed and executed animation.
5. Demonstrate skills in the use of industry-standard tools, specifically Toon Boom Harmony (Premium) and Adobe After Effects.

### **Materials & Books**

#### **Required**

1. Richard Williams, "The Animator's Survival Kit"
2. Toon Boom Harmony Premium

3. Adobe CC - (After Effects)
4. Camera (to shoot reference). DSLR is recommended, but most cameras will work.
5. Two-monitor setup for software instruction (ONLINE students)
6. LinkedIn Learning (FREE access to UF students)

## Supplemental

1. Intuos Pen tablet (or similar)
2. Eadweard Muybridge, "The Human Figure in Motion"
3. Samantha Youssef, "Movement and Form"
4. The Artist's Complete Guide to Facial Expression

## Technology Requirements

Personal computer capable of running software in class

Drawing tablet or iPad strongly recommended

## Course Schedule

This schedule is only a guide and is subject to change. Unless otherwise indicated, assignments and readings are due the day they are listed on the syllabus, not the following day. Discussion posts are due on Wednesdays, with responses due the Sunday of the week they are assigned.

Week	Subject	Assignment	Due Dates
1	Lecture: History & Principles Discussion: Animation Principles, Experiments & Technology	Syllabus Quiz Harmony Intro	1/18/2026
2	Lecture: Timing & Spacing Discussion: Short Film Analysis 1	Bouncing Ball	1/25/2026
3	Lecture: Solid Drawing and Appeal Discussion: Short Film Analysis 2	Harmony Quiz 1 Simple Walk	2/01/2026
4	Lecture: Rotoscoping Discussion: Short Film Analysis 3	Style-Study 1 Rotoscope	2/08/2026
5	Lecture: Using Pegs & Creating Loops Discussion: Reference from Life	Looping Animation	2/15/2026
6	Lecture: Using Puppet Rigs Discussion:	Quiz 2 Step and Jump	2/22/2026
7	Lecture: Building Puppets pt.I Discussion: Short Film Analysis 3	Rigged Character pt.I	3/01/2026
8	Lecture: Building Puppets pt.2 Discussion: Rules of Directing	Rigged Character pt.2	3/08/2026
9	Lecture: Animating Dialogue Discussion: Adaptation	Final 1: Pitch Lip-Sync	3/15/2026
10	Lecture: 3D Layers & Pre-Production Discussion:	Style-Study 3 3D Camera	3/29/2026
11	Lecture: Storyboarding Discussion:	Quiz 3 Style-Study 4	4/05/2026
12	Lecture: Production Discussion: Compositions	Final 2: Storyboards	4/12/2026

13	Lecture: Production Checkpoint Discussion: Dalies for Final Project		4/19/2026
14	Lecture: Post-Production Discussion: N/A	Quiz4	4/26/2026
15	Lecture: Final Film Discussion: Networking	Final 3: Complete Discussion posts	5/03/2026

## Grading Criteria

Assignment/ Assessment	Total Points	%of Grade
Projects (1-8) - Each student will produce 8 original digital animated pieces in this course.	800	30
Participation - Students are expected to participate in class discussions: canvas forums & critique forums.	200	15
Quizzes - Quizzes on principles of animation, software, and techniques	100	10
Final Project - Semester long project containing a detailed pipeline and proposal, checkpoints, and a final render.	250	25
Style-Study Research project.	100	20

## Grading Scale

Letter Grade	% Equivalency
A	94-100%
A-	90-93%
B+	87-89%
B	84-86%
B-	80-83%
C+	77-79%
C	74-76%
C-	70-73%
D+	67-69%
D	64-66%
D-	60-63%
E, I, NG, S-U, WF	0-59%

More information on grades and grading policies is here: <https://catalog.ufl.edu/UGRD/academic-regulations/gradesgrading-policies/>

## Materials, Equipment, and Supply Fees

Material and supply and equipment use fee information are available from the academic departments or from the schedule of courses (Florida Statutes 1009.24). The total course fee for the UF Online section is \$0.00. The total course fee for each course is listed on the UF Schedule of Courses. (<https://registrar.ufl.edu/soc/>)

## Course Policies

### Attendance Policy, Class Expectations, and Make-Up Policy

The instructor is responsible for communicating the specific details of what percentage of your grade (if any) will be assigned to participation, and how class participation will be measured and graded. The UF Digital Worlds Institute is committed to the idea that regular student engagement is essential to successful scholastic achievement. No matter if the class is held in a traditional classroom, an online classroom, or a combination of the two, interaction with your peers and the instructor will empower you to greater achievement.

#### Attendance:

- Attendance is mandatory and averaged according to the course weight.
- Attend class on time to receive full credit for attendance.
- 10 minutes late or more will result in 50% attendance.

It is the student's responsibility to discuss any scheduling conflicts in advance. In general, acceptable reasons for absence from or failure to participate in class include illness, serious family emergencies, special curricular requirements (e.g., judging trips, field trips, professional conferences), military obligation, severe weather conditions, religious holidays, and participation in official university activities such as music performances, athletic competition, or debate. Students must provide appropriate documentation in advance of the absence when possible. No documentation is needed for an absence due to religious observation.

#### Make-Up/Late Work Policy:

##### Projects:

- Each assignment (project) is given a late period of 1 day.
- During this period, the assignment is subject to rubric's late policy.
- After the late period, the assignment will close and remain a 0.
- It is advised to submit your work, even if incomplete, to avoid a 0 in the gradebook. Late assignments submitted through email *will not be accepted*.

##### Discussions:

- Discussion Posts are due on Wednesdays at 11:59 PM EST on the week that they are assigned.
- Posts submitted after Wednesday at midnight will receive a 0 for the Post section of the grade.
- Responses to posts are due on Sundays at 11:59 PM EST on the week that they are assigned.
- No late responses will be accepted.
- See Rubric for additional details.

Students may only participate in classes if they are registered officially or approved to audit with evidence of having paid audit fees. The Office of the University Registrar provides official class rolls to instructors. Students are responsible for satisfying all academic objectives as defined by the instructor. Absences count from the first-class meeting.

Acceptable reasons for absence from or failure to engage in class include illness; Title IX-related situations; serious accidents or emergencies affecting the student, their roommates, or their family; special curricular requirements (e.g., judging trips, field trips, professional conferences); military obligation; severe weather conditions that prevent class participation; religious holidays; participation in official university activities (e.g., music performances, athletic competition, debate); and court-imposed legal obligations (e.g., jury duty or subpoena). Other reasons (e.g., a job interview or club activity) may be deemed acceptable if approved by the instructor.

For all planned absences, a student in a situation that allows an excused absence from a class, or any required class activity must inform the instructor as early as possible prior to the class. For all unplanned absences because of accidents or emergency situations, students should contact their instructor as soon as conditions permit.




Students shall be permitted a reasonable amount of time to make up the material or activities covered during absence from class or inability to engage in class activities because of the reasons outlined above.

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at: <https://catalog.ufl.edu/UGRD/academic-regulations/attendance-policies/>

## Course Modality

Course modality is the way in which a class is offered/delivered to students by the instructor. All students, regardless of the modality, will achieve the same learning objectives. Students can check their class schedules or reference the top of this syllabus to see the format(s) available for each of their individual classes. The modality of a course does not vary during a semester, and students are expected to adhere to the instructor-defined attendance guidelines for that format. Use the guide below to familiarize yourself with the various ways classes are offered at the Digital Worlds Institute.

### Know Your Course Modality

		
<b>Face-to-Face (F2F)</b>	<b>Online Asynchronous (OA)</b>	<b>Online Synchronous (OS)</b>
Students attend class F2F in a classroom. Class sessions may be recorded for students to view later.	Students watch the posted recording of the class session or studio recording online at their convenience.	Students participate in a class in real-time through Zoom.
<b>Hybrid</b> refers to a course that is partially Face-to-Face (F2F) and Online Asynchronous (OA)		
In a <b>HyFlex Model</b> , students have the flexibility of moving across all three modalities as needed or desired.		

## Course Technology

The students will be required to have access to and use a personal computer with access to the Internet. Word editing software will be required for written assignments.

The University of Florida and Digital Worlds requires that students have access to and ongoing use of a laptop/mobile computer for DIG courses in order to be able to function in the current learning environment. Digital Worlds requires each DAS major's laptop computer to meet certain minimum specs for heavy graphics use, the requirements documented below must be met. <https://digitalworlds.ufl.edu/programs/ba-in-digital-arts-sciences/technologyrequirements/>.

### **Course Communications**

Students can communicate directly with the instructor regarding the course material through the course management system (CANVAS) using "Canvas Mail".

### **Course Recordings**

Our class sessions may be audio-visually recorded for students in the class to refer back and for enrolled students who are unable to attend live. Students who participate with their camera engaged or utilize a profile image are agreeing to have their video or image recorded. If you are unwilling to consent to have your profile or video image recorded, be sure to keep your camera off and do not use a profile image. Likewise, students who un-mute during class and participate orally are agreeing to have their voices recorded. If you are not willing to consent to have your voice recorded during class, you will need to keep your mute button activated and communicate exclusively using the "chat" feature, which allows students to type questions and comments live. The chat will not be recorded or shared. As in all courses, unauthorized recording and unauthorized sharing of recorded materials is prohibited.

### **Creation of Original Content Ethics**

For original projects and all assignment deliverables, students should remember that representations of acts of violence, coarse and offensive language, sexual behavior, bodily function and ability, neurodiversity, and personal identity are likely to cause extreme audience response, regardless of the creator's intentions. In addition, the recreation of such actions and subjects for fictional purposes may unintentionally traumatize or negatively impact those who collaborate in the creation of the images.

While the university encourages students to explore themes and tell stories that may include this difficult subject matter, they should be cautioned against modes or styles of representation that might be considered unnecessarily offensive or potentially triggering. Instructors, faculty, and university administrators reserve the right to not show or share any student work they feel is inappropriate for their classroom or for public exhibition, as there may be concerns about the impact of such work on the community. We encourage students to consult with their faculty when producing work that might be considered controversial, and to err on the side of being cautious when it comes to making decisions about a project's content - in other words, make the PG-13 version of your story, not the R version, and certainly not the "unrated" version. This is also to help students understand that most professional creative situations have strict guidelines and limitations on such content and how it is produced: your ability to tell stories effectively with "less" is a strong professional skill that will aid in the dissemination of your work to a broader audience.

Use of generative artificial intelligence is strictly prohibited in the creation of projects or discussions in this class. Upon suspicion of A.I. usage, the student will be required to submit the full Harmony (or other software) project file. If it is determined that A.I. was used in the creation of the project, a score of O will be assigned.

## **Course Technology Support**

### **UF Computing Help Desk**

For support related to account services, technical consulting, mobile device services, software services, administrative support, application support center, and learning support services, please contact the [UF Computing Help Desk](#) available 24 hours a day, 7 days a week at 352-392-4357 or [helpdesk@ufl.edu](mailto:helpdesk@ufl.edu).

## University Policies

Information about university-wide policies and resources can be found here: <https://syllabus.ufl.edu/syllabus-policy/uf-syllabus-policy-links/>

Disclaimer: This syllabus represents the instructor's current plans and objectives. As we go through the semester, those plans may need to change to enhance the class learning opportunity. Such changes, communicated clearly, are not unusual and should be expected.