



Chelsea Cantrell
Contact: CANVAS
Office: NRG 110 | Norman Gym
Hours: MON-TUES
3-4PM

DIG3313C 2D DIGITAL ANIMATION TECHNIQUES

Spring 2026

Course Meetings:

R | Period 7 – 8
(1:55 PM - 3:50 PM)

T | Period 7
(1:55 PM - 2:45 PM)

NRG 0120

Course Modality: ON CAMPUS

Course Description

This course provides technical and design skills in pre-production content for time-based media projects. This course also explores the fundamentals of visual storytelling, and how it translates from the written screenplay or script.

Course Prerequisites

N/A

Course Objectives and/or Goals:

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

1. Identify and apply the 12 Animation Principles
2. Understand 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.

Required Materials

1. Adobe CC
2. Text: Richard Williams, "The Animator's Survival Kit"
3. Laptop computer
3. Toon Boom Harmony

Recommended

- Personal sketchbook / digital drawing tablet

Technology Requirements

Personal computer capable of running all above software.

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.

Week	Subject	Assignment Quizzes	Assignments Due
1	Welcome to the course Harmony overview Bouncing Ball Demo	Project 1: Composition Challenge Workshop 1: Lost in Translation Discussion 1	1/16/26 11:59PM
2	Bean Bag Demo Cel animation & multiplane cameras	Workshop 2: Gesture & Action Discussion 2	1/23/26 11:59PM
3	Puppet Intro: meet Smilez Puppet technology intro	Project 2: Comedy Workshop 3: Board Arrangement Discussion 3	2/26/26 11:59PM
4	Walk Cycle Demo	Quiz 1 Discussion 4	2/2/26 11:59PM
5	Puppet build 1: The head	Project 3: Drama Discussion 5	2/9/26 11:59PM
6	Puppet build 2: The Torso & Limbs	Workshop 4: Card Storytelling Discussion 6	2/16/26 11:59PM

11:59PM

7	Puppet Build 3: Full body	Discussion 7	2/23/26 11:59PM
8	Final assignment intro: what to create	Quiz 2 Discussion 8	3/2/26 11:59PM
9	Layout design & Adobe to Harmony workflow	Discussion 9	3/9/36 11:59PM
10		SPRING BREAK	-
11	Animatics-- Final assignment	Discussion 10	3/23/26 11:59PM
12	Blocking-- Final assignment	Quiz 3	3/30/26 11:59PM
13	Clean up – Final assignment		4/6/26 11:59PM
14	STUDIO WEEK	STUDIO WEEK	4/13/26 11:59PM
15	Final draw over feedback	Final Animation Due	4/20/26 11:59PM

Grading Criteria

Assignment / Assessment	Total Points	% of Grade
Discussions – Discussions are designed to assess readings from the required textbook.	100	20
Assignments– 10 original animations and puppet builds created throughout the semester.	100	25
Quizzes – 3 Quizzes covering lecture content.	300	20
Final Animation – 3 part animation consisting of a storyboard plan, a blocking phase, and final render.	100	25
Attendance – Daily attendance is recorded. Students are permitted 10 minute grace period before being marked late.	100	10

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/grades-grading-policies/>

Materials, Supply, and Equipment 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 sections where students are located on-campus is \$29.00 as they have access to the Digital Worlds Computer and Design Lab. 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/>)

Academic Policies and Resources:

Information about grading and attendance policies, support for students with disabilities, course evaluations, the Honor Code, and other campus resources can be found at <https://syllabus.ufl.edu/syllabus-policy/uf-syllabus-policy-links/>

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

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 is mandatory. Attendance is taken daily with a 10-minute late grace period. Overall attendance is 10% of your final grade over the 15-week semester.

Late work is only accepted through individual assignment late periods marked on canvas submissions.

Emailed submissions will not be accepted.

Make up work: in the case of personal emergency, students are expected to contact their instructor through office hours to make arrangements.

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 require 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/technology-requirements/>.

Course Communications

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

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 not to 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. Please consult with the faculty when producing work that might be considered controversial, and 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.

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.

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.