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DIG 4970 Senior Project in DAS (Animation)
Spring 2026

Course Meetings: NRG 0120, Friday at 12:50PM – 3:50 PM
Course Modality: Online asynchronous, On Campus

Course Description

Successful completion of this capstone experience demonstrates mastery of requisite knowledge, technical acumen, and problem solving skills in the digital arts and sciences. May be either an individual or team-based project.

As the capstone of the BADAS experience, students will create a usable portfolio as well as media project that reflects the culmination of the knowledge and technique developed throughout the program. Students will receive focused presentations and feedback from DW faculty and guest presenters on topics related to the Digital Arts & Sciences. Students may elect to pursue and single (solo) project or collaborate in the creation of an approved team-based project where all team members provide equal contributions of work toward the common artifact goal. The semester will culminate in Digital Worlds *Convergence*, a professional event where students will display their completed project.

Course Prerequisites

Senior status enrolled in the BA in DAS program.

Course Objectives and/or Goals:

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

- Showcase a major artifact or publication-ready document demonstrating considerable accomplishment in their chosen area of the Digital Arts & Sciences.
- Evidence a deeper understanding of common business and industry practices and expectations.
- Demonstrate fluency in both technological systems and digital design practices.
- Give a compelling professional-level final presentation of their work, either solo or team-based.
- Add a major and significant piece of work to their portfolio.

Materials & Books

Technology Recommendations

- Autodesk Education Suite *(Free registration required)*
- Adobe Photoshop CC

- Adobe After Effects CC
- Adobe Premiere CC
- Microsoft Office Suite
- Behance, ArtStation and Sketchfab *(Free registration required)*
- Autodesk Maya 2024 or 2025 (Free registration required)
- Toonboom Harmony Premium (Monthly Student Subscription)
- Digital Graphic Drawing Tablet with Pen (Photoshop/Harmony compatible)

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	**CLIMB 1: INTRODUCTION TO SENIOR PROJECT** Syllabus overview Successful senior project artifacts Developing pitch slides Senior Project presentation process **CONCEPT DEVELOPMENT BEGINS**	**Online Only:** **Trek-In Quiz (Orientation)** **Online Only:** **Ascent 1 Safety Check (Quiz)** **Check 1: 3 Story Pitches**	
2	**CLIMB 2: PROJECT PITCHES (PRESENTATIONS)** Present three potential film ideas Narrow choice to one film to develop First Animatic, Monday.com Scheduling, Behance Blog setup **CONCEPT DEVELOPMENT ENDS** **PRE-PRODUCTION BEGINS**	**Check 2: Animatic**	**Check 1: 3 Story Pitches**
3	**CLIMB 3: CHECK IN (PRESENTATIONS)** Feedback on animatic and story Scope check File organization, film editing, naming conventions **PRE-PRODUCTION ENDS** **PRODUCTION BEGINS**	**Check 3: Updated Animatic, Weeklies, Shot List, monday.com Schedule**	**Check 2: Animatic**

4	**CLIMB 4 CHECK IN (PRESENTATIONS)** Peer Review Students present progress updates to class Feedback from students for participation.	**Check 4: Solo Review**	**Check 3: Updated Animatic, Weeklie Shot List, monday.com Schedule**
5	**CLIMB 5: CHECK IN (CLASS WORK SESSION)** Solo Student Review	**Online Only: Ascent 2 Safety Check (Quiz)** **Check 5: Class Review**	**Check 4: Solo Review**
6	**CLIMB 6: CHECK IN (PRESENTATIONS)** Peer Review Students Present progress updates to class Feedback from students for participation.	**Check 6: Solo Review Behance Midterm Checkpoint**	**Check 5: Class Review**
7	**CLIMB 7: CHECK IN (CLASS WORK SESSION)** Solo Student Review	**Check 7: Class Review**	**Check 6: Solo Review Behance Midterm Checkpoint**
8	**CLIMB 8: CHECK IN (MIDTERM PRESENTATIONS)** Students present progress updates to class Feedback from students for participation **PROGRESS, QUALITY, SCOPE RISK ASSESSMENT**	**Check 8: Solo Review**	**Check 7: Class Review**
9	**CLIMB 9A: CHECK IN (CLASS WORK SESSION)** Solo Student Review	**Check 9: Progress Update**	**Check 8: Solo Review**
10 SPRING	**CLIMB 9B: SPRING BREAK (PROGRESS UPDATE)** Send in a project update according to weeklies schedule	**Check 10: Class Review**	**Check 9: Progress Update**
11	**CLIMB 10: CHECK IN (PRESENTATIONS)** Peer Review Students Present progress updates to class Feedback from students for participation	**Marketing Materials Check 11: Solo Review**	**Check 10: Class Review**

12	CLIMB 11: CHECK IN (CLASS WORK SESSION) Website portfolio and marketing content review Discuss Behance page **PRODUCTION ENDS** **POST-PRODUCTION BEGINS**	Check 12: Class Review	Check 11: Solo Review **Marketing Materials**
13	**CLIMB 12: CHECK IN (PRESENTATIONS)**	**Check 13: Class Review**	**Check 12: Class Review**

14	CLIMB 13 CHECK IN: (PRESENTATIONS)	Check 14: Class Review	Check 13: Class Review

Grading Criteria

Assignment / Assessment	Total Points	% of Grade
PARTICIPATION Discussion participation is expected of all students through the weekly Behance posts and the in class feedback sessions Submission of all course work on the dates due is expected for all students.	100	20
Production Check Ins check in progress submission for your instructor to review your progress.	100	40
Final Project Final Film, Marketing Package, and Post-Mortem	100	40
PARTICIPATION Discussion participation is expected of all students through the weekly Behance posts and the in class feedback sessions Submission of all course work on the dates due is expected for all students.	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, 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 this class 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. *The instructor is responsible for 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. If the course includes participation grades, the syllabus must include a rubric to show how participation will be evaluated.*

In our course, attendance is taken at the beginning of each class period, and is calculated as the Participation element which makes up 10% of your overall grade. Any unexcused absences are factored into the Participation grade total. Exempt from this policy are only those absences involving university-sponsored events, such as athletics and band, and religious holidays, family emergencies, and health issues for which you must provide appropriate documentation in advance of the absence.

All assignments are due by the stated date and time. Late submissions will incur a 10-point deduction. Assignments will close the day after the due date and will receive a failing grade. Students are expected to proactively communicate with the instructor if they are unable to submit an assignment by the deadline for an excused reason. Students are also expected to communicate about assignment submissions to develop strategies that best help them succeed.

Additionally, tardiness will not be tolerated. If you are tardy for three class periods, you will receive an unexcused absence.

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.

University Policies

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