

CGT581 EXPERIMENTAL ANIMATION

Instructor: Dr Andy Buchanan
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Knoy 323

Office Hrs: Thurs 4.30pm-6pm Knoy 306 (open studio)
Friday 3pm-5pm (by appt)

Class: Friday 11.30am - 2.20pm
HEAV B020
3 Credits

COURSE DESCRIPTION

This course introduces key theoretical and applied concepts of experimental animation. Evolving technology consistently provides new opportunities for experimental practices in animation production. In this course, students will engage with experimental creative practices including abductive reasoning, abstraction, generative animation, motion graphics, simulations, glitch, and mixed digital media. These experimental animations are suitable for a wide range of outputs including experimental short film, installation, projection mapping and a range of online platforms.

PREREQUISITES

n/a

LEARNING OUTCOMES

1. Identify key examples of experimental digital animation and analyze the relationship between experimental practices and technology.
2. Document both process and outcomes of experiments with digital graphics technology used to produce images or animation.
3. Produce new experimental animated works for public display, screening or installation.
4. Produce new experimental computer graphics works for online dissemination.
5. Document aesthetic or communication opportunities arising from experimental production, linking these to contemporary image culture.

REQUIRED TEXTS

(Selected readings will be provided):

Bolt, B. (2004). *Art beyond representation: the performative power of the image*. London ; New York: I.B. Tauris.

- Brook, D. (2012). Experimental Art. *Studies in Material Thinking*, 8(Experimental Arts).
- Harris, M., Husbands, L., & Taberham, P. (Eds.). (2019). Experimental animation: from analogue to digital. London ; New York: Routledge.
- Lye, L., & Curnow, W. (1980). An Interview with Len Lye. *Art New Zealand*, 17.
- Russett, R., & Starr, C. (1988). Experimental animation: origins of a new art. New York, N.Y.: Da Capo Press.
- Smith, V., & Hamlyn, N. (2018). Experimental and Expanded Animation: New Perspectives and Practices. <https://doi.org/10.1007/978-3-319-73873-4>

COURSE REQUIREMENTS

Assessment	Week Due	Points Available
Assignment 1: Experimental animation survey and analysis	3	10
Assignment 2: Experimental animation research presentation	4	5
Project 1: Experimental image production	5	10
Project 2: Experimental animation project A	10	20
Project 2 Documentation and report	11	5
Project 3: Experimental animation project B	15	30
Project 3 Documentation and report	16	10
Reading Responses	12 (ongoing)	5
Attendance and Participation	16 (ongoing)	5

CLASS SCHEDULE

Each class will begin with a brief presentation covering a range of topics, including viewing of examples that represent the history, state of the art and current trends in each topic, leading to group discussion of the topics and identification of opportunities for application. This is followed by supported studio experimentation and project production.

Week	Topic/Lecture	Activities	Assessment Deliverables	Reading Due
1	Introduction and overview. What is experimental animation in the digital age?	Le cadavre numérique exquis		n/a
2	A brief history of experimental animation. Defining abstraction.	Guided exercises and work on Assignment 1 and Project 1		Gascard - Motion painting: 'abstract' animation as an Art form

3	Hypothesis, falsification and repeatability? Defining modes of experiment for visual media	Guided exercises and work on Assignment 1 and Project 1		Buchanan – Hypothesis, Falsification, Repeatability
4	Improvisation, technical rationalism and 'gestell'	Guided exercises and review of drafts for Assignment 2 and Project 1	Assignment 1	Heidegger – The Question Concerning Technology (excerpt)
5		Presentations	Assignment 2	Art New Zealand – An Interview With Len Lye
7	Signal, noise and glitch animation. Iteration and automation Introduction to Project 2		Project 1	Turner - Content and Meaning in Abstract Animation
8	Experimenting with time - Loops and fractals.	Concept generation		Presentation critiques
9	NO CLASS	Open Studio for project 2 production		Brook – Experimental Art
10	SPRING BREAK			
11	Simulation in animation Dank 3D memes. Contemporary uncanny. Questioning aesthetics and quality.	Project 2 screening and discussion. Project 3 concept generation	Project 2 and documentation	Russet and Starr – Experimental Animation (excerpt)
12	NO CLASS	Experiments and development		
13	Expanded cinema and animation. Dome projection.	Video Mapping		Harris et al – Expanded

	Video mapping workshop			Animation (excerpt)
14	Experiment and experience in animated VR			
15	The future of experimental animation	Presentations	Project 3	n/a
16			Project 3 documentation	

HOW TO SUCCEED IN THIS COURSE

This course is based on studio experimentation. It is critical that you attend all sessions. It may be challenging to consider non-mainstream approaches to using software or hardware; we spend most of our time working out the 'right' way of doing things. An open mind towards what technology is for, and towards how things 'should' look will help you succeed in this course.

As always, being organized, submitting all work on time, seeking assistance early if you encounter trouble with your work will all help you succeed.

POLICIES

GENERAL COURSE POLICIES

As graduate students, there is an expectation of mature conduct. Students should manage their own punctuality, use of personal technology and personal conduct in a way that does not impede the progress, success and convenience of others.

GRADING

Letter Grade	Numerical Range	GPA Weight
A+	97-100	4
A	93-96	4
A-	90-92	3.7
B+	87-89	3.3
B	83-86	3
B-	80-82	2.7
C+	77-79	2.3
C	73-76	2
C-	70-72	1.7
D+	67-69	1.3
D	63-66	1
D-	60-62	0.7
E/F	<60	0

Delivery of work that embodies requisite effort and confirms attainment of the learning outcomes is mandatory to pass this course. Learning outcomes addressed by each assessment are made clear on each brief. Grading rubrics will be made available in advance of deadlines where possible.

All work delivered less than one week late will be graded. Late penalties may apply at a rate of 10% per day.

ACADEMIC DISHONESTY

Academic dishonesty is not acceptable, and cases will be reported per the university procedures. It is the responsibility of the student to ensure their work is their own, and that the work of others is cited correctly according to proper academic standards.

If in doubt, ask.

Please review the Purdue University policy below:

Purdue prohibits "dishonesty in connection with any University activity. Cheating, plagiarism, or knowingly furnishing false information to the University are examples of dishonesty." [Part 5, Section III-B-2-a, Student Regulations] Furthermore, the University Senate has stipulated that "the commitment of acts of cheating, lying, and deceit in any of their diverse forms (such as the use of substitutes for taking examinations, the use of illegal cribs, plagiarism, and copying during examinations) is dishonest and must not be tolerated. Moreover, knowingly to aid and abet, directly or indirectly, other parties in committing dishonest acts is in itself dishonest." [University Senate Document 72-18, December 15, 1972]

You may also want to refer students to [Purdue's student guide for academic integrity](https://www.purdue.edu/odos/academic-integrity/) (<https://www.purdue.edu/odos/academic-integrity/>).

USE OF COPYRIGHTED MATERIALS

Students are expected, within the context of the Regulations Governing Student Conduct and other applicable University policies, to act responsibly and ethically by applying the appropriate exception under the Copyright Act to the use of copyrighted works in their activities and studies. The University does not assume legal responsibility for violations of copyright law by students who are not employees of the University.

A Copyrightable Work created by any person subject to this policy primarily to express and preserve scholarship as evidence of academic advancement or academic accomplishment. Such works may include, but are not limited to, scholarly publications, journal articles, research bulletins, monographs, books, plays, poems, musical compositions and other works of artistic imagination, and works of students created in the course of their education, such as exams, projects, theses or dissertations, papers and articles.

ATTENDANCE

Attending both lectures and studio sessions is the easiest way to succeed in this course. Absence from class should be discussed with faculty. Multiple absences will be cause for review of student progress, and may result in students being unable to complete the course.

In case of emergency, students should use common sense, and discuss with the faculty when practical.

In case of bereavement, serious personal issues, mental health issues or other related difficulties, students are encouraged to inform the instructor (where they feel comfortable to do so) and/or to consult Purdue counseling and psychological services through the Dean's office.

The official [policy and implications](#) can be found at:

http://www.purdue.edu/studentregulations/regulations_procedures/classes.html

MISSED OR LATE WORK

All work delivered less than one week late will be graded. Late penalties may apply at a rate of 10% per day.

GRIEF ABSENCE POLICY FOR STUDENTS

Purdue University recognizes that a time of bereavement is very difficult for a student. The University therefore provides the following rights to students facing the loss of a family member through the Grief Absence Policy for Students (GAPS). GAPS Policy: Students will be excused for funeral leave and given the opportunity to earn equivalent credit and to demonstrate evidence of meeting the learning outcomes for misses assignments or assessments in the event of the death of a member of the student's family.

See the [University's website](#) for additional information:

http://www.purdue.edu/studentregulations/regulations_procedures/classes.html

VIOLENT BEHAVIOR POLICY

Purdue University is committed to providing a safe and secure campus environment for members of the university community. Purdue strives to create an educational environment for students and a work environment for employees that promote educational and career goals. Violent Behavior impedes such goals. Therefore, Violent Behavior is prohibited in or on any University Facility or while participating in any university activity.

See the [University's website](#) for additional information:

<http://www.purdue.edu/policies/facilities-safety/iva3.html>

EMERGENCIES

In the event of a major campus emergency, course requirements, deadlines and grading percentages are subject to changes that may be necessitated by a revised semester calendar or other circumstances beyond the instructor's control. Relevant changes to this course will be posted onto the course website or can be obtained by contacting the instructors or TAs via email or phone. You are expected to read your @purdue.edu email on a frequent basis.

See the [University's website](#) for additional information:

https://www.purdue.edu/ehps/emergency_preparedness/

ACCESSIBILITY AND ACCOMMODATIONS

Purdue University strives to make learning experiences as accessible as possible. If you anticipate or experience physical or academic barriers based on disability, you are welcome to let me know so that we can discuss options. You are also encouraged to contact the Disability Resource Center at: drc@purdue.edu or by phone: 765-494-1247.

NONDISCRIMINATION

Purdue University is committed to maintaining a community which recognizes and values the inherent worth and dignity of every person; fosters tolerance, sensitivity, understanding, and mutual respect among its members; and encourages each individual to strive to reach his or her own potential. In pursuit of its goal of academic excellence, the University seeks to develop and nurture diversity. The University believes that diversity among its many members strengthens the institution, stimulates creativity, promotes the exchange of ideas, and enriches campus life.

Purdue University views, evaluates, and treats all persons in any University related activity or circumstance in which they may be involved, solely as individuals on the basis of their own personal abilities, qualifications, and other relevant characteristics.

Purdue University prohibits discrimination against any member of the University community on the basis of race, religion, color, sex, age, national origin or ancestry, genetic information, marital status, parental status, sexual orientation, gender identity and expression, disability, or status as a veteran. The University will conduct its programs, services and activities consistent with applicable federal, state and local laws, regulations and orders and in conformance with the procedures and limitations as set forth in Purdue's Equal Opportunity, Equal Access and Affirmative Action policy which provides specific contractual rights and remedies. Additionally, the University promotes the full realization of equal employment opportunity for women, minorities, persons with disabilities and veterans through its affirmative action program.

*Any question of interpretation regarding this Nondiscrimination Policy Statement shall be referred to the **Vice President for Ethics and Compliance** for final determination.*

You may want to refer students to [Purdue's nondiscrimination statement](http://www.purdue.edu/purdue/ea_eou_statement.html):
http://www.purdue.edu/purdue/ea_eou_statement.html

DISCLAIMER

This syllabus is subject to change.