

F/TV 68A Sound for Animation



Spring 2025

Instructor

Michael Parks

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Office Hour: Thursdays 2PM-3PM and by appointment

Zoom Office: <https://fhda-edu.zoom.us/j/7679121397>

Prerequisites

Advisory: F/TV 69A

Student Learning Outcomes (SLOs)

1. Design and edit soundtracks for animated films, containing effects ambiences, recorded sounds, existing sound effects, and atmospheric musical scores.
2. Synchronize voice tracks to animated characters and edit music cues to animated sequences.

Course Description

Techniques of synchronizing animation to sound as applied to music, voice and sound effects tracks. Principles of cinematic animation and sound design, acting, diegetic and non-diegetic sound, visual and sound effects with application to digital editing techniques.

Welcome!

Welcome to **F/TV 68A Sound for Animation**. I'm glad you're here and I look forward to working with you this quarter. I hope you have fun and learn a lot! This course includes animation assignments, but primarily focuses on using audio. This means that animation can be as simple or as advanced as you can do. I believe that every student who works hard at it can succeed in this class. Please talk to me if you have any questions or concerns during the quarter—I'm here to help.

Communication

Email: This is the fastest way to reach me. I do my best to respond to messages within 24 hours (although it may take longer).

Got Questions Topic: This is in the Information module. By posting your questions here, other students can see my reply, and can also reply to the question.

Weekly Zoom Meetup: I'm available to meet with you via zoom during my office hours.

Appointments: Email me to arrange an appointment for another time on Mondays, Thursdays, and Fridays.

Announcements: Watch the announcements feed for assignment updates, useful zoom meetup recordings, and important information.

Discussion Topics: Weekly discussion topics usually cover an aspect of the week's assignment, but they also sometimes cover upcoming projects, and so it is very important to participate in these.

Course Work

What you get out of this class depends on how much you put into it. This course requires a considerable amount work. If you can't commit to this, you should consider taking the class Pass/Fail. Note that this course only runs in the Spring semester.

The work includes sketching, reading, researching, learning software, editing audio and video, shooting reference, completing animation assignments, and participating in discussions and critiques.

How to Do Well in This Class

1. View and study all the class content provided on Canvas.
2. Contribute to online discussions, and critiques.
3. Check Canvas regularly.
4. Read assignment instructions carefully.
5. Pay close attention to the assignment examples.
6. Turn your assignments in on time, in the correct location, and in the correct format.
7. Maintain high-quality, professional standards for your work.
8. Stay curious, keep learning on your own.
9. Ask me for help if you need it.
10. Communicate with me in advance about issues with assignments and Canvas.

Required Materials

- Regular access to Canvas.

- Audio recording device. Can be a phone with a good mic. You can also check out a professional recorder on campus.
- A computer with the Adobe Suite. You will be using Audition and Premiere.
- Earbuds or headphones with 1/8" plug if you will be using campus computers.

Required Texts

No required textbook. Handouts, readings, and assignment instructions will be provided on Canvas.

Supporting Texts & References

Ament, Vanessa Theme. "The Foley Grail: The Art of Performing Sound for Film, Games and Animation". Focal Press, 2009.

Beauchamp, Robin. "Designing Sound for Animation". Focal Press, 2005.

Blair, Preston. "Cartoon Animation." Walter Foster, 1994.

Case, Alex. "Sound FX: Unlocking the Creative Potential of Recording Studio Effects". Focal Press, 2007.

Coyle, Rebecca. "Drawn to Sound: Animation Music & Sonicity (Genre, Music and Sound)". Equinox Publishing, 2010.

Goldberg, Eric. "Character Animation Crash Course!" Silman-James Press, 2008.

Hooks, Ed. "Acting for Animators: 4th Edition." Routledge, 2nd Edition, 2017.

Sonnenschein, David. "Sound Design: The Expressive Power of Music, Voice, and Sound Effects in Cinema". Michael Wiese Productions, 2001

Thomas, F. and O. Johnston. "Disney Animation: The Illusion of Life." NY: Abbeville, 1981

Viers, Ric. "The Sound Effects Bible: How to Create and Record Hollywood Style Sound Effects".

Michael Wiese Productions, 2008.

Webster, Chris. "Animation: the Mechanics of Motion." MA: Focal Press, 2005

Whitaker, Harold. Halas, John "Timing for Animation." MA: Focal Press, 2009

Software (*available on school computers*)

Adobe Audition

Adobe Premier

Animation software depends on chosen type of animation

Grading

Your final grade consists of:

Participation 10%

Assignments 65%

Final Dialog Project 25%

Resubmissions & Extra Credit

Assignments can be resubmitted if it was turned in on time or late if excused ahead of time. If the grade for a project is not what you had hoped for, you can address the notes in the instructor's comments or note where points were deducted in the rubric. Ask the instructor for clarification if needed. Resubmissions can be made any time and the grade will be raised based on the improvements. Be sure to email your instructor about the resubmission to make sure it is noticed.

Since sometimes a student may have considerable difficulty with an assignment, or an assignment as turned in too late to be able to bring the grade up with a resubmission, an extra credit assignment will be offered around mid term.

Participation

Your contributions are important! In addition to other graded class activities, participation points will be given based on the student's participation in online discussions and critiques.

Participation can make the difference between an A and a B!

9 - 10 points	Thought-out response and comments in the discussion topic.
7 – 8 points	Response is short, showing little thought to the topic.
0 - 6 points	Did not participate.
0	Response is proven to be fully AI-generated.

Assignments Policy

- All assignments will have **instructions**. Please read them carefully.
- It is the student's responsibility to **submit** their assignments on time, in the correct place, and in the correct format.
- **Feedback** will be provided within four days on Canvas, including the rubric and comments, to explain your grade and to provide you with guidance for resubmitting the assignment if you choose to. If you turn in work early, you can request early feedback, and I will do my best to provide that as soon as possible. This may be useful for multi-week projects.
- All assignments should be your own new, **original work**. You will not get credit for work from a different class, a previous quarter of this class, or another assignment in this class. The exception is if you would like to add sound to an animation project from another class. Discuss this with the instructor.

- Assignments turned in on time are eligible for **revision**.

Late Assignment Policy

- Assignments are due BEFORE the next module, unless otherwise stated. Once the next module has started, the assignment is late.
- Late assignments will receive a reduced grade and are not eligible for revision.
- If you know that a situation will prevent you from turning something in, contact me in advance of the deadline to make arrangements.

Missing Assignment Policy

Assignments make up the biggest part of your grade. Missing one assignment will negatively affect your grade, and missing two assignments will *severely* affect your grade. Therefore...

- If a student has missed more than two assignments, regardless of the reason, they may be dropped from the class.
- Missing assignments will be given a 0.

Revisions Policy

- If an assignment has been turned in on time, the student can revise it for a higher grade. If the revised assignment shows significant improvement, I'll raise the grade.
- All revisions must be turned in before finals week.

Drop Policy

It is the student's responsibility keep track of their progress and, if needed, to drop the class with a "W" by the drop date.

Academic Integrity

I assume all my students will pursue their studies with honesty. However, students need to know what constitutes academic dishonesty at De Anza College. Incidents of academic dishonesty are taken very seriously. Read about it on the following pages: <https://www.deanza.edu/policies/academicintegrity.html>
<https://www.deanza.edu/studenthandbook/academic-integrity.html>

Special Accommodations

If you have a condition that will affect your work, you must register with Disability Support Programs & Services (DSPPS). A doctor's note is not enough. While I am sympathetic to your personal or medical issues, if you are not registered with DSPPS you will not get special accommodations in this class (or any class at De Anza). <http://www.deanza.edu/dsps/>

Lab Access

You may work on the computers in **ATC 104 (Animation Lab)** or **ATC 102 (F/TV Computer Lab)** when other classes aren't using them. Please take advantage of this! The PC's in both labs are identical and have the same software installed.

You can ask any F/TV faculty member, to open the labs for you. Do not go to Campus Security or the Creative Arts Division office for room access.

Lab Software:

Autodesk Maya	Adobe Photoshop	Dragonframe
Autodesk Mudbox	Adobe Illustrator	MonkeyJam
Autodesk 3D Max	Adobe Animate	Audacity
Autodesk Motionbuilder	Adobe Premiere	Sonicfire Pro
TV Paint	Adobe After Effects	
Toon Boom's Harmony 15	Adobe Audition	

Equipment Rules and Regulations:

To reserve equipment, please use our software checkout system called **WebCheckout**. Here is the direct login link for WebCheckout where you can also see the equipment available to you as production students: <https://fhda.webcheckout.net/sso/patron> – **please use this link as Week 3 begins, not before. All checked out equipment needs to be returned by the end of Week 11 of the quarter.**

Equipment Check-in and Check-out Hours are posted on your Canvas course shell, the Welcome page in WebCheckout, and outside the equipment room AT110. Our Equipment Manager and Lab Tech is Fernando Perez. His email is: perezfernando@fhda.edu, and his office phone number is: 408-864-8319. Feel free to reach out to him with any questions you may have regarding equipment or for a demo, Mondays through Fridays, 8:30am-5:00pm. The equipment room and the entire ATC building are closed on weekends and holidays. Please plan accordingly.

IMPORTANT: If you are **late** returning department equipment, a **hold will be placed on your grades immediately** and you will be prohibited from using department equipment. **Students are liable for any damages and loss of equipment.**

Important Dates

APRIL 7 :: First Day of Spring Quarter

APRIL 20 :: Last day to add classes for Spring Quarter

MAY 24-26 :: Memorial Day Weekend – offices closed; no classes

May 30 :: Last day to drop classes with a “W”

June 19 :: Juneteenth Holiday – offices closed; no classes

June 23-27 :: Final Exams

JUNE 29 :: Graduation

Class Schedule, Spring 2024 (*subject to change*)

1. **Introductions. Course Overview. Sound Design. Backgrounds / Ambience. Defining space.**
Read Syllabus & Handouts, Background Sound Project
2. **Sound Effects and Foley.**
Foley Project
3. **Field Recording. Create a Unique Sound Effect.**
Recording and Audio Editing Project
4. **Animating to Music.**
Music Video Project
Read Handouts
5. **Voice Recording and Sound Editing.**
Recording Dialogue and Mixing Project
6. **Mouth Shapes**
Lip Flap assignment and Mouth Shapes Project
7. **Lip Sync Animation Pt 1**
Lip Sync Project
Read Handouts
8. **Lip Sync Animation Pt 2**
Lip Sync Project Continued
9. **Final Project: Planning and X-Sheets**
Dialog Project, Part 1
Read Handouts
10. **Final Project: Rough Animation**
Dialog Project, Part 2
11. **Final Project: Full Animation**
Dialog Project, Part 3
12. **Wrapping it Up**

GENERAL TIPS ON HOW TO BE A GOOD ONLINE COURSE PERSON

If this is your first time taking an online course, have no fear! Follow these guidelines and you'll do just fine.

1. If you want to send a personal message to the instructor or to another student, use [Conversations](#) or email rather than the open Discussions.
2. Be patient with your instructor. When you send an email, expect 24-48 hours for a reply. And bear in mind that the reply may be short, but I don't mean to be snotty or angry, I just get a lot of emails.
3. Be patient. Don't expect an immediate response from your classmates when you post to a discussion.
4. Respect each other's ideas, feelings and experience. Be courteous and considerate. It is important to be honest and to express yourself freely, but being considerate of others is just as important and expected online, as it is in the classroom.
5. Be sure to post discussions in the appropriate discussion topic and make every effort to be clear. Online communication lacks the nonverbal cues that fill in much of the meaning in face-to-face communication.
6. Avoid posting large blocks of text. If you must, break them into paragraphs and use a space between paragraphs. Our eyes will thank you.
7. If you respond to a comment I make on your discussion assignment, I won't see it because the system doesn't notify me. Email is always the best way to get a hold of me!
8. During a discussion assignment, deadlines for posting to and replying will be specified with each assignment. It is a good practice to always check the discussions tool multiple times during the week.
9. Check your inbox at least twice per week (more often is better).
10. Don't use all caps. This makes the message very hard to read and is considered shouting.
11. Log into the course several times each week to check the course content, announcements, conversations, and discussions. This is your best way to ensure that you don't miss anything important.
12. Keep up with the weekly readings and assignments. Students who keep up with the weekly reading and assignments tend to do much better in an online course than those who do not.
13. Please do not miss an assignment deadline. You will be penalized!
14. Remember that academic integrity will be appraised according to the student academic behavior standards outlined in The Golden Rule of the University of Central Florida's Student Handbook. See <http://www.goldenrule.sdes.ucf.edu/> for further details.
15. Keep an eye on the schedule! This makes sure you are keeping up with the class.