

Bill Porter

## Undergraduate Studio Courses | 2015 - Present

Lesley Art + Design, Cambridge, MA

### Animation & VFX Department

#### **IANIM 3500 Junior Seminar**

*Fall 2021 (hybrid/hyflex), Spring 2022 (hyflex), Fall 2022, Spring 2023*

This course will focus on the importance of the collaborative nature of animation production. Students will be immersed in the creative development process as well as partake in a wide variety of conceptual and technical workshops that explore various forms of storytelling and animation production. By the end of the semester, students will collaboratively produce an imaginative and thoughtful animated 120-second short film using the class as a resource for critique and production work. The collaborative structure of this course mimics the Animation studio pipeline found in the professional world. A final grade of "C" or better is required for IANIM 2120 Sophomore Seminar II in order to enroll in IANIM 3500 Junior Seminar. Failure to meet the minimum grade requirement may result in having to retake IANIM 2120 before enrolling in IANIM 3500.

#### **IANIM 2110 Sophomore Seminar 1**

*Fall 2016, Fall 2017, Fall 2018, Fall 2019*

This course will focus on topics pertaining to the pre-production and planning process of making an animated short film. Students will partake in a variety of conceptual and technical tasks that explore various forms of storytelling as well as use the class as a resource for feedback. At the end of the semester, students will be prepared to begin production of a complex animation in Sophomore Seminar II.

#### **IANIM 2120 Sophomore Seminar 2**

*Spring 2017, Spring 2018, Spring 2019, Spring (2 sections) 2020 (F2F>Online), Spring (2 sections) 2021 (Online)*

This course builds on the conceptual development and storytelling of Sophomore Seminar I. Students will create a short animated film based on their pre-production work, using the class as a resource for discussion and critique, as well as demonstrations of a wide variety of technical and conceptual tools that expand and enhance projects. At the end of the semester, students will present a final 60-second animation that reflects their process and skills as an animator. A final grade of "C" or better is required for IANIM 2110 Sophomore Seminar I in order to enroll in IANIM 2120 Sophomore Seminar II. Failure to meet the minimum grade requirement may result in having to retake IANIM 2110 before enrolling in IANIM 2120.

#### **IANIM 1250 Principles of Animation 1**

*Fall 2015, Fall 2016, Fall 2020 (online)*

This course will introduce students to animation as an art form by exploring the wide range of aesthetic possibilities of camera-based animation. Students will be introduced to the twelve

basic principles of animation, explore a variety of animation techniques and the basics of cinematography. Class projects will focus on easy-to-manipulate mediums, like clay, cut paper, puppets, and found objects. A number of classes will focus on experimental animation where students will be working with paint, collage, sand, and photographs within non-narrative structures.

### **IANIM 1260 Principles of Animation 2**

*Spring 2017*

This class builds on the concepts learned in Principles of Animation I and brings them into the digital realm. Students will explore 2D animation tools and be introduced to the fundamentals of storytelling and animated film production. The twelve basic principles of animation will be emphasized while exploring core aspects of a digital production workflow.

### **IANIM 1260 Character Animation Basics**

*Spring 2016*

This course introduces students to the traditional techniques of animation with an emphasis on character animation and storytelling. The class will work exclusively in a 2D drawn format for all projects. In addition to the 12 basic principles of animation, the class will cover the fundamentals of storytelling, formal structures, conceptual thinking, stages of production, and the “illusion of life.”

### **Sophomore Seminar Film Independent Study**

*Summer 2022*

Taught and mentored an individual student on the development of a one-minute animated film from seed idea to completed film.

## **Thesis/Capstone Project Assessment: Faculty Jury Experience**

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|-----------------------------------------------------------------------------------|--------------|
| Faculty Juror, Senior & Junior Juries, Animation and Motion Media, LA+D           | 2015-Present |
| Guest Juror, BFA in Animation and Motion Media Senior Juries, LA+D, Cambridge, MA | 2015         |

## **Integrated Studies & Foundations Departments**

### **INTGR 1665 Image in Context**

*Fall 2022, Fall 2023*

Image in Context is a Foundation course based in interdisciplinary practice. The course investigates both the image -- whether found, captured, created, or manipulated -- and its various contexts inclusive of fine arts, pop culture, sub-culture and/or specifically designed for purely communicative purposes. This is a studio course intended to introduce students to fundamental image making establishing the basic formal elements by practice. Through assignments and projects, students will address the following questions: How do images/objects function in our society? How do they accumulate and accrue meaning? How is our understanding of an image shaped by its context? How do different technologies mediate our engagement with images/objects? How do artists and designers use and think about "imagery" in their work? Students should see this course as a way to introduce and articulate their ideas through the work that they make and the imagery they archive.

Close

### **IFNDN 1110 New Media: Digital Collage**

*Fall 2015*

In this course, students will utilize traditional materials and digital tools together to explore the dynamic ways that ideas can be generated and expressed through the mashup of disparate forms of media. Students will be introduced to the fundamentals of the digital workflow and develop a mastery of basic digital imaging techniques, with an emphasis on craft and construction. The instructor will present the work of past and current new media artists in order to address how new media can work in tandem with traditional processes. There will also be regular demonstrations and critiques. At the end of the course, each student will produce a series of original works that bridge their understanding of digital and handmade media.

## **Pre-College Courses**

### **IHSCH 1675 Animation Festival**

*Summer 2015, Summer 2016, Summer 2017*

This course will introduce students to the art of animation through the study of many of the basic principles of animation and the medium's wide range of aesthetic possibilities. Class projects will focus on various approaches to traditional and stop-motion animation including: hand-drawn, paper cut-out, and object animation.

### **Pre-College: Drawing From Life Portfolio Workshop**

*Spring 2015*

A workshop for high school students that focuses on the fundamentals of observational drawing and portfolio preparation for college applications.