

San José State University
Humanities and the Arts Department of Design
Animation and Illustration
ANI 114 Section 1 #41609

Course and Contact Information

Instructor:	Jeff Jackson
Office Location:	Art 219
Telephone:	TBA
Email:	sonjebasa@gmail.com
Office Hours:	11:00/11:50 T/TH by email appointment
Class Days/Time:	TR 3:00-5:50
Classroom:	ART218
Prerequisites:	ANI 113A and BFA Status in Animation/Illustration
Campus Police:	911
Escort:	42222

Course Web Pages

Canvas: <https://sjsu.instructure.com/courses/1208564>

Google Drive: <https://drive.google.com/drive/folders/0ByjslyCjJLKtcnhrOHdXMmVVaW8>

Animation Illustration Web Page

http://www.sjsu.edu/design/design_programs/ai_design_program/

Shrunkenheadman Club

<http://www.shrunkenheadman.com/p/home>

<https://www.facebook.com/search/top/?q=shrunkenheadman%20club>

Course Description

Fundamental of animation involving the completion of a series of basic exercises in motion, action analysis and kinetics.

Students are required to complete a series of exercises in kinetics, motion studies, and action analysis. ANI 114 introduces the professional skill set necessary for a career in the expanding industry of images for film, video, internet, software, gaming, and in print.

ANI 114 incorporates learning and classroom strategies not used in most academic environments.

Successful students will find it necessary to be self motivated and fully engaged in the material as well as demonstrate competent drawing skills, understand action analysis, and grasp the fundamental principles of physics and animation. Students will be expected to meet criteria established by the instructor, both their class peers and by industry professionals.

Course Goals (Optional)

- Develop understanding of and sensitivity to the principles of animation
- Introduce the rigorous work schedule that the industry will demand.
- Encourage peer communication and criticism.
- Familiarize the student with the industry, the art form and its history.
- Encourage the student to explore and pursue art outside the scope of the class.

Course Learning Outcomes (CLO)

Upon successful completion of this course, students will be able to:

- Identify the principles/elements of animation; Squash & Stretch, Anticipation, Staging, Follow Through & Overlapping Action, Secondary Action, Exaggeration, Solid Drawing, Appeal, Slowing In & Out, Arcs, Paths of Action, Volumes, Twinning, Strobing, and Silhouetting
- Incorporate the principles of animation into their animation projects
- Begin to convey convincing weight, timing, emotion, and attitude in their performances
- Put the process of key pose, straight ahead, and inbetween animation into application

Required Texts/Readings

The Animator's Survival Kit, Richard Williams, ISBN: 0-571-20228-4

Disney Animation: The Illusion of Life, Frank Thomas and Ollie Johnson ISBN 0-7868-6070-7

Other Readings

(and by no means complete- this is only a starting point)

Drawn to Life: 20 Golden Years of Disney Master Classes: Volume 1&2 by Walt Stanchfield

Character Animation Crash Course! Eric Goldberg ISBN - 1879505975

Layout and Design, Brian Lemay

Advanced Layout and Design, Brian Lemay

How to Draw Cartoon Animation, Preston Blair

The Nobel Approach; Maurice Nobel and the Zen of Animation Design, Tod Polson

The Animator's Workbook, Tony White

Edward Moyerbridge Complete Human and Animal Locomotion, Vol I, II, III

Timing For Animation, Harold Whitaker and John Halas

That's All Folks, The Art of Warner Bros., Steve Schneider

50 Greatest Cartoons, Jerry Beck

Atlas of Human Anatomy for the Artist, Steven Rogers Peck

Sketching on Location, Glenn Vilppu

Vilppu Drawing Manual, Glen Vilppu, ISBN 1-892053-03-9 <http://vilppu.com>

Acting for Animators, Ed Hooks, ISBN 0-325-00580-x

Supplies and Resources

Please note: You will need internet access for this class with regards to posting of work, Canvas and Drive access, emailing and reference searching. Please check your MySJSU account.

Animation Links

<http://www.awn.com>
<http://www.animationmeat.com>
www.animationmagazine.net
<http://www.animationarchive.org>
<http://www.frederator.com>
<http://cartoonmodern.blogspot.com>
<http://www.cartoonbrew.com>
<http://www.penciltestdepot.com/>
<http://thinkinganimation.com/>
[http:// livinglineslibrary](http://livinglineslibrary)

Library Liaison

Monika Lehman, liaison to Design
monika.lehman@sjsu.edu
[408.808.2657](tel:408.808.2657)

Course Requirements and Assignments

Grades and class status can be checked at any time during the semester by making an appointment during office hours.

A series of animation assignments, in-class exercises, in-progress grade checks, and weekly drawings will be assigned throughout the semester. A “B” grade will be awarded to submissions successfully exhibiting the assigned animation principles or criteria for the given project.

All animation assignments and weekly drawings must be posted to the class server **one hour before class** for grading. In-class assignments and in-progress grades will be submitted during class. All animation work must be exported as .mov files. Students are responsible for previewing the animation file before posting to the server to ensure it plays correctly across platforms.

In addition, students are required to keep a class notebook, which is separate from an ongoing sketchbook. You are also required to keep a 3 ring binder with 8 1/2 x 11 inch paper as your note taking format. These binders will be collected at the end of the semester and count as a full submission grade. Class notes must be kept in three-ring binders with separate dividers for the following sections:

- In class notes
- Notes on assigned reading
- Guest presentations
- Transmission notes

Each set of notes must contain:

- The date
- Name of the guest (if applicable)
- Name of the book for reading assignments

Success in this course is based on the expectation that students will spend, for each unit of credit, a minimum of 45 hours over the length of the course (normally 3 hours per unit per week

with 1 of the hours used for lecture) for instruction or preparation/studying or course related activities including but not limited to internships, labs, clinical practica. Other course structures will have equivalent workload expectations as described in the syllabus.

THIS CLASS IS EXTREMELY TIME CONSUMING AND NOT FOR THE FAINT OF HEART.

FAILURE TO FOLLOW DIRECTIONS WILL RESULT IN NO CREDIT

Folders

Formatted "LastName_FirstName" ex: "Smith_John"

Animation Tests

Formatted "Last name_First name_Test Name" ex. Smith_John_Brick Drop

Quicktime .mov file, H264 compression

When required, reference (Quicktime, H264 compression) & planning must be posted

Film Assignments

Formatted "Last name_First name_Assignment Name" ex: Smith_John_Animatic

Drawing Submissions

Formatted "Last name_First name_Subject Name" ex: Smith_John_Eye Studies

Must meet minimum number of studies

Must be 8.5" x 11" scans, 72 dpi, .jpg files

Must be clear scans and professionally presented

Grading Information

Grading Policy

Course Grade

The final grade will be based on:

30% - Midterm: portfolio of best drawings, folder of revised animation tests

40% - Final Project

15% - Homework Assignments

15% - Class Participation – includes in-class exercises, in-progress grade checks, being prepared to work in class

Grades will be assigned according to University policy from A through F as outlined in the SJSU catalog. All work must be finished and turned in by deadlines. In keeping with established professional standards any work missing the deadline will receive a failing grade. Students wishing to receive an A grade must turn in all assignments on time and complete excellent work. Students wishing to receive a B grade must turn in all assignments on time and complete above average work. Students wishing to receive a C grade must turn in all assignments on time and have average work, etc.

LATE WORK WILL NOT BE ACCEPTED

Arrangements must be made well in advance with the instructor for deadline extensions or none shall be granted. In most instances, the student will still have to turn in the work on time. All emergencies will be dealt with on an individual basis. Students with an unforeseen emergency must be prepared to furnish the appropriate paperwork justifying the absence from the class.

Course Assignment Schedules

Class deadlines will be assigned in class throughout the semester. Students will be responsible for keeping track of assignments and deadlines.

University Policies The final exam time and date for Section 1:

Monday December 17	2:45-5:00p
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Classroom Protocol

The class will meet at promptly at 3PM in Art 218. Every class will require the students to bring materials for working and/or will be required to present their progress for review. The instructor will discuss this in class. Students are required to keep a class notebook that is separate from an ongoing sketchbook as mentioned above.

A series of animation exercises will be assigned. These exercises are the learning foundation of all animation. At the end of the semester, students are expected to demonstrate a complete understanding and execution of these fundamentals before enrolling in Art 115.

Rules of Conduct

Classes

1. Be on time. Late arrivals disrupt the class.
2. Turn off your cell phone.
3. Private conversations during lectures and class discussions are not permitted.
4. No aromatic foods are allowed in any of the classrooms.
5. Classes are crowded. Please be attentive to your personal hygiene.
6. Fill the front seats first.
7. No headphones during class.
8. No checking email or using laptops for activities unrelated to the class.
9. No spray mount or fixative spraying in the class.
10. Use the trashcans in the rooms, hallways, and restrooms.
11. Do not dump toxic wastes in restroom sinks. Use the recycling drums upstairs.
12. Clean the sinks if you use them for your project clean ups. Do not discard paper towels on the floor.
13. Do not use the table tops as a cutting surface.
14. Do not leave valuable items unattended.
15. Do not leave the classroom without cleaning your area.

Pencil Test Lab: break the rules and lose your access

1. When you leave the lab, take your supplies with you. Leave 'em and lose'em.
2. No traditional painting.
3. Ask a lab monitor if you have a question about equipment.
4. Do not change the connections on the equipment.
5. Do not move any equipment in the lab.
6. Do not prop the door open.
7. Do not leave valuable items unattended.

8. This is a work space and not for socializing.
9. Leave the lab cleaner than when you came in.

Digital Lab: break the rules and lose your access

1. No food. Water only. Your instructor will address this.
2. Traditional drawing and painting not permitted.
3. Do not use the lab computers to check email, download material not related to class.
4. Ask a lab monitor or tech if you have a question about equipment.
5. Do not change the connections on the equipment.
6. Do not move any equipment in the lab.
7. Do not leave the classroom without cleaning your area.

Email & Group Contact

Students will be responsible checking Canvas for class announcements, listed on page one. Class correspondences will be conducted through email.

Click on “Join this Group”. If you haven’t already done so, please Sign in with Yahoo and then join the group. This will be the forum through which we will establish email contact, post assignment forms, and have access to a calendar of due dates.

Only usernames with your REAL first and last name will be allowed to join.

University Policies

General Expectations, Rights and Responsibilities of the Student

As members of the academic community, students accept both the rights and responsibilities incumbent upon all members of the institution. Students are encouraged to familiarize themselves with SJSU’s policies and practices pertaining to the procedures to follow if and when questions or concerns about a class arises. See [University Policy S90–5](http://www.sjsu.edu/senate/docs/S90-5.pdf) at <http://www.sjsu.edu/senate/docs/S90-5.pdf>. More detailed information on a variety of related topics is available in the [SJSU catalog](http://info.sjsu.edu/web-dbgen/narr/catalog/rec-12234.12506.html), at <http://info.sjsu.edu/web-dbgen/narr/catalog/rec-12234.12506.html>. In general, it is recommended that students begin by seeking clarification or discussing concerns with their instructor. If such conversation is not possible, or if it does not serve to address the issue, it is recommended that the student contact the Department Chair as a next step.

Dropping and Adding

Students are responsible for understanding the policies and procedures about add/drop, grade forgiveness, etc. Refer to the current semester’s [Catalog Policies](http://info.sjsu.edu/static/catalog/policies.html) section at <http://info.sjsu.edu/static/catalog/policies.html>. Add/drop deadlines can be found on the current academic year calendars document on the [Academic Calendars webpage](http://www.sjsu.edu/provost/services/academic_calendars/) at http://www.sjsu.edu/provost/services/academic_calendars/. The [Late Drop Policy](http://www.sjsu.edu/aars/policies/latedrops/policy/) is available at <http://www.sjsu.edu/aars/policies/latedrops/policy/>. Students should be aware of the current deadlines and penalties for dropping classes.

Information about the latest changes and news is available at the [Advising Hub](http://www.sjsu.edu/advising/) at <http://www.sjsu.edu/advising/>.

Consent for Recording of Class and Public Sharing of Instructor Material

[University Policy S12-7](http://www.sjsu.edu/senate/docs/S12-7.pdf), <http://www.sjsu.edu/senate/docs/S12-7.pdf>, requires students to obtain instructor's permission to record the course and the following items to be included in the syllabus:

- “Common courtesy and professional behavior dictate that you notify someone when you are recording him/her. You must obtain the instructor's permission to make audio or video recordings in this class. Such permission allows the recordings to be used for your private, study purposes only. The recordings are the intellectual property of the instructor; you have not been given any rights to reproduce or distribute the material.”
 - It is suggested that the greensheet include the instructor's process for granting permission, whether in writing or orally and whether for the whole semester or on a class by class basis.
 - In classes where active participation of students or guests may be on the recording, permission of those students or guests should be obtained as well.
- “Course material developed by the instructor is the intellectual property of the instructor and cannot be shared publicly without his/her approval. You may not publicly share or upload instructor generated material for this course such as exam questions, lecture notes, or homework solutions without instructor consent.”

Academic integrity

Your commitment, as a student, to learning is evidenced by your enrollment at San Jose State University. The [University Academic Integrity Policy S07-2](http://www.sjsu.edu/senate/docs/S07-2.pdf) at <http://www.sjsu.edu/senate/docs/S07-2.pdf> requires you to be honest in all your academic course work. Faculty members are required to report all infractions to the office of Student Conduct and Ethical Development. The [Student Conduct and Ethical Development website](http://www.sjsu.edu/studentconduct/) is available at <http://www.sjsu.edu/studentconduct/>.

Campus Policy in Compliance with the American Disabilities Act

If you need course adaptations or accommodations because of a disability, or if you need to make special arrangements in case the building must be evacuated, please make an appointment with me as soon as possible, or see me during office hours. [Presidential Directive 97-03](http://www.sjsu.edu/president/docs/directives/PD_1997-03.pdf) at http://www.sjsu.edu/president/docs/directives/PD_1997-03.pdf requires that students with disabilities requesting accommodations must register with the [Accessible Education Center](http://www.sjsu.edu/aec) (AEC) at <http://www.sjsu.edu/aec> to establish a record of their disability.

Student Technology Resources

Computer labs for student use are available in the [Academic Success Center](http://www.sjsu.edu/at/asc/) at <http://www.sjsu.edu/at/asc/> located on the 1st floor of Clark Hall and in the Associated Students Lab on the 2nd floor of the Student Union. Additional computer labs may be available in your department/college. Computers are also available in the Martin Luther King Library. A wide variety of audio-visual equipment is available for student checkout from Media Services located in IRC 112. These items include DV and HD digital camcorders; digital still cameras; video, slide and overhead projectors; DVD, CD, and audiotape players; sound systems, wireless microphones, projection screens and monitors.

SJSU Peer Connections

Peer Connections, a campus-wide resource for mentoring and tutoring, strives to inspire students to develop their potential as independent learners while they learn to successfully navigate through their university experience. You are encouraged to take advantage of their services which include course-content based tutoring, enhanced study and time management skills, more effective critical thinking strategies, decision making and problem-solving abilities, and campus resource referrals.

In addition to offering small group, individual, and drop-in tutoring for a number of undergraduate courses, consultation with mentors is available on a drop-in or by appointment basis. Workshops are offered on a wide variety of topics including preparing for the Writing Skills Test (WST), improving your learning and memory, alleviating procrastination, surviving your first semester at SJSU, and other related topics. A computer lab and study space are also available for student use in Room 600 of Student Services Center (SSC).

Peer Connections is located in three locations: SSC, Room 600 (10th Street Garage on the corner of 10th and San Fernando Street), at the 1st floor entrance of Clark Hall, and in the Living Learning Center (LLC) in Campus Village Housing Building B. Visit [Peer Connections website](http://peerconnections.sjsu.edu) at <http://peerconnections.sjsu.edu> for more information.

SJSU Writing Center

The SJSU Writing Center is located in Clark Hall, Suite 126. All Writing Specialists have gone through a rigorous hiring process, and they are well trained to assist all students at all levels within all disciplines to become better writers. In addition to one-on-one tutoring services, the Writing Center also offers workshops every semester on a variety of writing topics. To make an appointment or to refer to the numerous online resources offered through the Writing Center, visit the [Writing Center website](http://www.sjsu.edu/writingcenter) at <http://www.sjsu.edu/writingcenter>. For additional resources and updated information, follow the Writing Center on Twitter and become a fan of the SJSU Writing Center on Facebook. (Note: You need to have a QR Reader to scan this code.)



SJSU Counseling Services

The SJSU Counseling Services is located on the corner of 7th Street and San Fernando Street, in Room 201, Administration Building. Professional psychologists, social workers, and counselors are available to provide consultations on issues of student mental health, campus climate or psychological and academic issues on an individual, couple, or group basis. To schedule an appointment or learn more information, visit [Counseling Services website](http://www.sjsu.edu/counseling) at <http://www.sjsu.edu/counseling>.

Course schedule attached on the following pages

Fall 2018 Schedule (subject to change)

Tue		Thurs	
8/21	First day! Greensheet review, download Software, class expectations Install Software and make sure it works In class Assignment	8/23	Assignment: choose three animals (pets or otherwise) get 5 pieces of video reference for each. 10 gestures of each animal. Read WS Ch 7 Principles of Animation
8/28	In Class Assignment Principles Review	8/30	DUE: Animal reference and 30 gestures Choose your animal in class Assign 30 animal gestures (walking) with construction and find anatomy reference Assign person to study QUIZ: Following Directions DUE: Reading: WS Ch 7 Principles of Animation
9/4	In Class Assignment 1 Assign Animation Test 1 DUE: Reading: IOL 47-69 Principles of Animation	9/6	DUE: weekly drawings 30 animal gestures (walking) Assign: 30 animal gestures from life(sitting/laying down) DUE: Reading: WS Ch 1 Go for the Truth
9/11	In Class Assignment 2 DUE: Reading: ASK 78-79 Ones vs. Twos DUE: Reading: ASK 41-45 Lesson One DUE: Reading: ASK 11-34 Drawing in time & Time to Draw	9/13	DUE: 30 animal gestures (sitting/laying down) Assign: 30 construction anatomy animal drawings from life DUE: Reading: Ch 2 The Animator's Sketchbook
9/18	In Class Assignment 3 DUE: Animation Test 1 Assign Animation Test 2 DUE: Reading: ASK 46-57 Chart & Inbetween DUE: Reading: ASK 61-68 Three ways to animate FIGURE DRAWING BEGINS M/T/TH 6-9pm	9/20	DUE: 30 construction anatomy animal drawings Assign: Begin weekly drawings 25 Figures focus on weight, Animal Drawing focus on turnaround and poses for model pack DUE: Reading: WS Ch 3 Visual Vocabulary (big chapter)
9/25	In Class Assignment 4. DUE: Reading: ASK Flexibility 217- 245	9/27	DUE: 25 Figures and animal turnaround and poses Assign: 25 figures (extended or stretched) ANIMAL Model Pack Due 10/5 DUE: Reading: WS Ch 4 The First Impression
10/2	In Class Assignment 5 DUE: Reading: ASK Flexibility 217- 245	10/4	Due: Animation Test 2 Introduce Animation Test 3 - "What You Receive" DUE: weekly drawings 25 Figures, Animal Model Pack Assign: 25 figures / 25 gestures DUE: Reading: WS Ch 4 The First Impression
10/9	In Class Assignment 6 DUE: Reading: ASK 212-216 Jumps, 273-284 Anticipation	10/11	DUE: weekly drawings 25 Figures/ 25 gestures Assign: 25 figures / 25 gestures (leaning against wall looking bored) DUE: Reading: WS Ch 5 Elements of the Pose (big chapter)
10/16	In Class Assignment 7 Reading: ASK 102 -117 Walks	10/18	DUE: 25 figures / 25 gestures 25 figures / 25 gestures (sitting; tired and excited) Assign: 25 figures / 25 gestures (waiting) Introduce Final Project Elevator Pitches/Proposal DUE: Reading: WS Ch 6 Pushing the Gesture

10/23	THANKSGIVING BREAK NO CLASS	10/25	THANKSGIVING BREAK NO CLASS
10/30	DUE: Elevator pitch, thumbnails email to instructor by 10:00pm tonight	11/1	Due: Final character model sheet, layouts ruffs and storyboards Work in class on final
11/6	DUE: Reference cut to time/Animatic Assign Weekly Drawings: 50 figures	11/8	Due: Keys and timing/Backgrounds Work in class on final
11/13	In class assignment	11/15	
11/20	Due: First pass animation	11/22	
11/27	Due: Second pass animation	11/29	
12/4	Due: Third pass polish	12/6	LAST CLASS DUE: of best figure, gesture and animal drawings from semester and BINDERS DUE Work in class on final
12/18	FINAL EXAM: Tuesday December 18th 5:15-7:00pm		Thanks for a great semester!