

**San José State University**  
**Animation/Illustration/Department of Design**  
**ANI 115, Intermediate Animation, Section 02, Fall 2018**

**Course and Contact Information**

Instructor:	David Chai
Office Location:	ART 215
Telephone:	Please email only
Email:	David.Chai@sjsu.edu
Office Hours:	Mondays and Wednesdays, 2 pm – 3 pm, by email appointment only
Class Days/Time:	Tuesdays and Thursdays / 8:00 am – 10:50 am
Classroom:	ART 218
Prerequisites:	ANI 114

**Program Web Page**

[www.shmgoogle.com](http://www.shmgoogle.com)

**Course Description**

ANI 115 advances the research and study initiated in ANI 114. Students are required to complete a series of advanced exercises in motion study, action analysis, pre-production, and narrative development; culminating in the completion of a short, animated film. Students must demonstrate a working knowledge of the basic principles of animation while addressing complex animation problems.

Successful students must be self-motivated and fully engaged in the material as well as demonstrate advanced drawing skills, display a working knowledge of action analysis, story construction, and the fundamental principles of animation. Successful students will meet criteria established by the instructor, class peers, and by industry professionals.

**Course Goals (Optional)**

- Develop further understanding of and sensitivity to the principles of animation introduced in ART 114
- Develop understanding of film making process
- Reinforce 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 cinematography; Wide shots, medium shots, close up shots, 180 rule, eye trace, visual continuity, significance of camera placement, visual clarity
- Understand story design and structure
- Incorporate the steps of the production process into the completion of an animated short film; Concept, storyboard, animatic, character design, model sheets, character/background layouts, rough animation, in-between, tie-down, video and audio editing

## Required Texts/Readings

### Textbook

*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 (optional)

*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

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

*Vilppu Drawing Manual*, Glen Vilppu, ISBN 1-892053-03-9

*Sketching on Location*, Glenn Vilppu

*Acting for Animators*, Ed Hooks, ISBN 0-325-00580-X

### Other technology requirements / equipment / material

Laptop

Wacom Tablet and Stylus

Toon Boom Harmony

Adobe Flash, Premiere and AfterEffects

SJSU students have access to Adobe software for free and can find download information here:

<http://its.sjsu.edu/services/adobe/index.html>

### Animation Links

<http://www.cartoonbrew.com>

<http://www.awn.com>

[www.animationmagazine.net](http://www.animationmagazine.net)

<http://www.animationarchive.org>

## **Animation Supplies**

<http://www.cartooncolor.com>

[www.cartoonsupplies.com](http://www.cartoonsupplies.com)

<http://www.lightfootltd.com>

Spartan Book Store (animation peg bars)

AS Print Shop (Animation Paper)

## **Course Requirements and Assignments**

Students will generally have assignments due every class. These include pre-production assignments in preparation for the 30-second film due at the end of the semester, as well as animation exercises.

Students are also required to complete additional drawing or animation projects other than the foundation animation exercises. These assignments may be, but are not limited to, figure drawing, sketching on site, animal studies, anatomy studies, and perspective exercises.

“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 three hours per unit per week) for instruction, preparation/studying, or course related activities, including but not limited to internships, labs, and clinical practica. Other course structures will have equivalent workload expectations as described in the syllabus.”

## **Final Examination or Evaluation**

Your final exam will be the submission of your completed animated short; including title screens and sound.

## **Grading Information (Required)**

A series of animation exercises and film production stages 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.

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 according to ascribed deadlines. In keeping with established professional standards any work missing the deadline or not following directions 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.

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

## **Late work will not be accepted**

Arrangements must be made in advance with the instructor for deadline extensions.

## Determination of Grades

### Failure to follow submission specifications will result in no credit

#### Folders

Formatted "LastName\_FirstName" ex: "Smith\_John"

#### Animation Submissions

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 clear scans/photos

### Failure to complete your film will result in a failing grade

All shots must be fully in-betweened on twos

All scenes must have background layouts

All films must have title and end credits

## COURSE GRADE

The final grade will be based on:

30% - Midterm: Animatic, Model Sheets, Layouts, Shot Management Sheet, and Production Schedule

50% - Final Film

10% - Homework Assignments

10% - Class Participation

### Extra Credit

Attending program events will increase your final grade. A photo must be posted in the appropriate folder for proof.

Eligible events include: 14F, studio/guest presentations, Entertainment Design Speaker Series events, and any others specified by your instructor. Students attending five or more events will earn an extra final grade percentage:

5 events = +5%

6 events = +6%

7 events = + 7%

Etc.

## **Classroom Protocol**

Every class will require the students to bring materials for working and/or present their progress for review. A laptop and Wacom tablet with the necessary software is required for every class.

A series of animation exercises and film production stages 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 assignments must be posted ONE HOUR before class to receive credit.

## **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 checking email or using laptops for activities unrelated to the class.
8. Do not use the table tops as a cutting surface.
9. Do not leave valuable items unattended.
10. 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 or beverages by the workstations. Doing so will result in expulsion from the lab for the rest of the semester.
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.

## **University Policies**

Per University Policy S16-9, university-wide policy information relevant to all courses, such as academic integrity, accommodations, etc. will be available on Office of Graduate and Undergraduate Programs' Syllabus Information web page at <http://www.sjsu.edu/gup/syllabusinfo/>"

### **Academic integrity**

Your commitment, as a student, to learning is evidenced by your enrollment at San Jose State University. The University Academic Integrity Policy F15-7 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. Visit the Student Conduct and Ethical Development website for more information.

### **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 requires that students with disabilities requesting accommodations must register with the Accessible Education Center (AEC) to establish a record of their disability.

### **Counseling Services**

Counseling Services are available on campus. Services include Personal Counseling, Educational Counseling, Psychiatric Services, and Workshops and Groups. Counseling Services are located in the Student Wellness Center, 3<sup>rd</sup> floor, Room 300B. More information is available online at:

<http://www.sjsu.edu/counseling/>

### **Course Assignment Schedules**

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

### **The final exam time and date will be**

Friday, December 14, 1215-1430