

**San José State University**  
**Animation/Illustration, Department of Design**  
**ANI117B, Visual Development, Section 1, Fall 2018**

<b>Instructor:</b>	Thomas Esmeralda
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<b>Office Hours:</b>	Tuesdays and Thursdays 11:00am - 11:30am (by appointment)
<b>Class Days/Time:</b>	Tuesdays and Thursdays 12:00pm – 2:50pm
<b>Classroom:</b>	ART 222
<b>Prerequisites:</b>	Successful completion of ANI 117A

**Faculty Web Page and MYSJSU Messaging**

Copies of the course materials such as the syllabus, major assignment handouts, etc. may be found on my faculty web page at <http://www.sjsu.edu/people/thomas.esmeralda/>, and through *Canvas* at <https://sjsu.instructure.com/courses/1263374>. You are responsible for regularly checking with the messaging system through MySJSU (or other communication systems as indicated by the instructor).

**Course Description**

University Catalog Description

*“Advanced visual development projects with emphasis on attaining professional standards.”*

Section-specific Description

In addition to further practice in the advanced principles of illustration introduced in ANI 117A, this course explores experimentation with the exaggeration and abstraction of realistic imagery to realize new, stylized imagery. Individual, artistic expression is also explored as students further define their own unique styles.

**Course Goals**

Further develop proficiency in the art of illustration by providing students conceptual, technical, and practical experience to become effective, creative, and inspired visual communicators and storytellers. Additionally, begin to explore and experiment with the exaggeration and abstraction of line, tone, color, shape, and proportion by “bending the rules” of realism in search of new visual styles.

This course will:

- Provide students with supervised, in-class studies, that will solidify their working knowledge of the illustration fundamentals: Line, tone, color, composition, and visual storytelling.
- Help students find avenues for exploration in pushing the exaggeration/abstraction of realistic imagery.
- Give students the means to improve on their own skills and abilities beyond the classroom by introducing various exercises and challenges for individual study.
- Encourage conceptual and visual problem solving through illustrative assignments.
- Inspire the development of each individual's idiosyncratic vision in exploring their own unique, creative, visual style.

### **Class Learning Outcomes (CLO)**

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

- CLO 1: Render representational imagery with a high degree of proficiency.
- CLO 2: Develop new visual styles by exploring the exaggeration and abstraction of realistic/representational imagery.
- CLO 3: Design visual elements that help to describe who, what, where, when, how.
- CLO 4: Design compositions that inform viewers how to feel about who, what, where, when, how.
- CLO 5: Begin to design imagery from one's own, unique, point of view.

### **Suggested Readings**

*Creative Illustration*, Andrew Loomis

*Framed Perspective Vol.2*, Marcos Mateu-Mestre

*On the Art of Drawing*, Robert Fawcett

*Composition of Outdoor Painting*, Edgar Payne

*Rockwell on Rockwell, How I Make a Picture*, by Norman Rockwell

*Imaginative Realism: How to Paint What Doesn't Exist*, by James Gurney

*The Visual Story*, Bruce Block

### **Other technology requirements / equipment / material**

*Adobe Photoshop* software is required to complete course exercises and assignments. *Adobe Bridge* is also suggested for organization of photographic reference material. (Note: The entire *Adobe Creative Suite* is free for SJSU students to use on their own machines outside of the classroom) For the duration of the semester, students should have at their disposal a computer configured with the minimum system requirements required to run the most current version of *Adobe Photoshop CC*. For more information regarding system requirements please refer to this link to the *Adobe* website: <https://helpx.adobe.com/photoshop/system-requirements.html>

As part of the SJSU Animation/Illustration program, in this class as well as every other, it is expected that you possess the *Adobe Creative Suite* and will utilize it at some point in executing your projects for this class. It should be installed on your laptop along with the *Microsoft Office Suite*. Both software suites are available for free to all current SJSU students through the following links:

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

<http://its.sjsu.edu/services/software/microsoft-students/index.html>

Internet connection and registration are necessary for required software activation, membership validation, and access to online services.

A digital camera with a long telephoto lens is highly recommended for reference photography. Suggestions for current cameras that represent the best value for students will be presented at the beginning of each semester as digital technology changes rapidly. Digital cameras rentals are also available for SJSU students to checkout for free from *Media Services* located in IRC 112.

### **Course Requirements and Assignments**

The bulk of the coursework is completed in class. Class meeting activity is devoted to performing exercises and assignments to improve both rendering and illustration proficiency. All assignments are intended to be completed in class. Some shorter rendering exercises to improve image-making skills, and small design challenges to improve seeing, are complete within the same class meeting they were started. By covering the course content in class, with instructor guidance, students have the opportunity to receive immediate and effective feedback. Therefore, regular attendance is essential to receiving and completing assignments. Even with more in-depth illustration assignments, the objective is to render complete images that communicate within class time, not refined images. While students are welcome, and encouraged, to work on exercises at home, it is not a requirement.

Final illustrations however, refined images intended for presentation as *finished art work*, will be required at the end of the semester in a culminating, illustration portfolio. Students will choose which of the unrefined images they produced in class to refine for inclusion in these presentation portfolios. Each student will determine how much time and effort they want to apply to refining this artwork.

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 practice. Other course structures will have equivalent workload expectations as described in the syllabus.

### **Final Examination or Evaluation**

The final examination is based on an evaluation of your final illustration portfolio that will be presented during the class final on December 14, 2018 from 9:45pm-12:00 pm in Art 222.

### **Grading Information**

Completing the in-class assignments, which covers the course content, accounts for up to 75% of the overall course grade. Attending every class session, and completing the work as assigned for each class meeting, could result in an overall score of 75% for the final course grade, or a *C* letter grade equivalent. While it is possible to make up missed assignments, the student will not be able to take full advantage of instructor feedback provided in class. It is the responsibility of the student to contact classmates for notes regarding information related to any missed assignments.

Grading of the final, culminating, presentation portfolio of finished illustration work potentially represents up to 25% of the overall course grade. Creating finished, portfolio-quality, artwork requires time to refine the images started in class. The grading criteria for the final portfolio is determined by the degree of finish and polish of

presentation. The combination of the two percentage scores, class work plus portfolio, will determine the final course grade.

Students with an unforeseen emergency must be prepared to furnish the appropriate documentation to be excused. There are no planned extra credit assignments. Access to your grades as well as copies of the course materials such as the syllabus, assignments, notifications etc. will be made available through the SJSU Canvas system at <https://sjsu.instructure.com/courses/1263374>. In addition, you are also responsible for regularly checking with the messaging system through MySJSU.

### **Classroom Protocol**

1. Be on time. Late arrivals disrupt the class.
2. Classes are crowded. Please be attentive to your personal hygiene.
3. Fill the front seats first.
4. Ensure that backpacks, and other personal accessories, do not obstruct aisles.
5. No audio headphone or cell phone usage during class.
6. Pen stylus must be put away during lecture or class critique.
7. No spray mount or fixative spraying in the class.
8. Use the trashcans in the rooms, hallways, and restrooms.
9. Do not dump toxic wastes in restroom sinks. Use the recycling drums upstairs.
10. Clean the sinks if you use them for your project clean ups. Do not discard paper towels on the floor.
11. Do not use the tabletops as a cutting surface.
12. Do not leave valuable items unattended.
13. Do not leave the classroom without cleaning your area.
14. University Policies: the link below contains university-wide policy information relevant to all courses, such as academic integrity, accommodations, etc.

### **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](http://www.sjsu.edu/gup/syllabusinfo/) at <http://www.sjsu.edu/gup/syllabusinfo/>

## **ANI 117A, Visual Development, Section 1, Spring 2018**

### **Course Schedule**

<b>Week</b>	<b>Date</b>	<b>Topics, Readings, Assignments, Deadlines</b>
1	8/21 8/23	Course intro Various illustration fundamental assignments
2	8/28	Various illustration fundamental assignments

<b>Week</b>	<b>Date</b>	<b>Topics, Readings, Assignments, Deadlines</b>
	8/20	Various illustration fundamental assignments
3	9/4 9/6	Various illustration fundamental assignments Various illustration fundamental assignments
4	9/11 9/13	Various illustration fundamental assignments Various illustration fundamental assignments
5	9/18 9/20	Various illustration fundamental assignments Various illustration stylization assignments
6	9/25 9/27	Various illustration fundamental assignments Various illustration stylization assignments
7	10/2 10/4	Various illustration fundamental assignments Various illustration stylization assignments
8	10/9 10/11	Various illustration fundamental assignments Various illustration stylization assignments
9	10/16 10/18	Various illustration fundamental assignments Various illustration stylization assignments
10	10/23 10/25	Various illustration stylization assignments Various illustration stylization assignments
11	10/30 11/1	Various illustration stylization assignments Various illustration stylization assignments
12	11/6 11/8	Various illustration fundamental assignments Various illustration stylization assignments
13	11/6 11/8	Various illustration fundamental assignments Various illustration stylization assignments
14	11/13 11/15	Various illustration fundamental assignments Various illustration stylization assignments
15	11/20 11/22	Individual portfolio progress reviews No class meeting (campus closed – holiday)
16	11/27 11/29	Various illustration stylization assignments Various illustration stylization assignments
17	12/4 12/6	Various illustration stylization assignments Individual portfolio progress reviews
Final	12/14	Final Portfolio Presentation: 9:45pm-12:00 pm in Art 222