San José State University  
School/Department  
47762, ANI 118 Application of Advanced Animation to Film, Section 02, Fall 2017

Course and Contact Information

Instructor: Brandon Moore  
Office Location: ART 223  
Telephone: Please email instead of calling  
Email: brandon.moore@sjsu.edu  
Office Hours: MW 4:30 pm - 5:30 pm by email appointment only  
Class Days/Time: MW 6:00 pm - 8:50 pm  
Classroom: ART 218  
Yahoo Group URL: https://groups.yahoo.com/neo/groups/ANI118_sec2_Fall2017

Course Format  

Course Description  

Students will learn the concepts of sound design, video editing, compositing, and post production; principles necessary to put Advanced Animation skills into practical application for film production.

Course Learning Outcomes (CLO)  

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

- Understand skills necessary to put Advanced Animation skills into practice towards film production.  
- Understand skills necessary for the post-production pipeline of animated film making.  
- Understand skills necessary for video compositing.  
- Understand skills necessary for video editing.  
- Understand skills necessary for audio editing.

Required Texts/Readings  

Textbook  
No required textbooks  

Other technology requirements / equipment / material  

This class requires the use of a computer with Adobe Creative Cloud Suite (including Photoshop, Animate, After Effects, and other Adobe applications) and SJSU’s Google Drive.
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 Cloud 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.

**Course Requirements and Assignments**

Students will be putting Advanced Animation skills into practice towards film production, working through the post-production pipeline of animated film making, compositing and editing animated short projects.

“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.”

**Final Examination or Evaluation**

The final exam will be an evaluation of the finished animation productions.

**Grading Information**

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

Specific assignments will be given throughout the semester. Students are required to complete assigned tasks to a satisfactory level in a timely manner.

**COURSE GRADE**: The final grade will be based on:
40% - Successful and timely completion of assigned tasks
40% - Quality of the final projects
10% - Accurately Meeting Semester Deadlines
10% - Class Participation

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 will receive a failing grade. Students wishing to receive an A grade must turn in all assignments on time and be excellent work. Students wishing to receive a B grade must turn in all assignments on time and be above average work. Students wishing to receive a C grade must turn in all assignments on time and be average work, etc. University Policies

**Determination of Grades**

- Students who complete the work at expected levels can expect to earn a B in the course.
- Students who do exceptional work, above and beyond expectations will receive higher grades.
- Participation and deadlines will be docked one percentage point for every one missed over two.
- Side Quest extra credit points can be earned by attending cultural events outside of program hosted events. A photo of a ticket stub and the student at the event are required for credit. Each side quest attendance is worth one percentage point.
Classroom Protocol

The class will meet every Monday and Wednesday at 6:00 pm in Art 218. Every class will require the students to bring materials for working and they will be required to present their progress for review. Students must be prepared to work in class or risk losing participation percentage points.

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. Use the trashcans in the rooms, hallways, and restrooms.
10. Do not leave valuable items unattended.
11. 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 for joining a class yahoo group, 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

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/’
# Course Schedule

*Note that this schedule is subject to change depending on how class progresses and you will be notified.*

<table>
<thead>
<tr>
<th>Week</th>
<th>Topics, Readings, Assignments, Deadlines</th>
</tr>
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<tbody>
<tr>
<td>1</td>
<td>Lecture and in-class exercise: 2D Clean up animation/3D polish</td>
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| 2    | Assignment DUE: 2D Clean up animation/3D polish – Pass 01  
Review: 2D Clean up animation/3D polish – Pass 01 |
| 3    | Assignment DUE: 2D Clean up animation/3D polish – Pass 02  
Review: 2D Clean up animation/3D polish – Pass 02 |
| 4    | Assignment DUE: 2D Clean up animation/3D polish – Pass 03  
Review: 2D Clean up animation/3D polish – Pass 03 |
| 5    | Assignment DUE: 2D Clean up animation/3D polish – FINAL PASS |
| 6    | Lecture and in-class exercise: Shot compositing – animation with background art |
| 7    | Assignment DUE: Shot compositing – animation with background art – Pass 01  
Review: Shot compositing – animation with background art – Pass 01 |
| 8    | Assignment DUE: Shot compositing – animation with background art – Pass 02  
Review: Shot compositing – animation with background art – Pass 02 |
| 9    | MIDTERM DUE: Final animation composited with backgrounds  
Review midterms in class |
| 10   | Lecture and in-class exercise: Video Editing |
| 11   | Assignment DUE: Video Editing Exercise |
| 12   | Lecture and in-class exercise: Audio Editing – Voice, SFX, and Music |
| 13   | Assignment DUE: Audio Editing Exercise – Voice, SFX, and Music |
| 14   | Assignment DUE: Film video and audio edit – Pass 01  
Review progress in class |
| 15   | Assignment DUE: Film video and audio edit – Pass 02  
Review progress in class |
| 16   | Lecture and in-class exercise: Final film exporting techniques, compression, DVD authoring |
| Final Exam | Monday, December 18, 2017  
5:15 pm – 7:30 pm |