

**San José State University**  
**School/Department**  
**ANI 198-01, ANI Senior Seminar, Fall 2018**

**Course and Contact Information**

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| <b>Instructor:</b>      | John Clapp  |
| <b>Office Location:</b> | ART 219   |
| <b>Telephone:</b>       | (Email only please)                                       |
| <b>Email:</b>           | jdclapp@gmail.com   |
| <b>Office Hours:</b>    | M/W, 11:00 a.m.-12 p.m. (email for appointment only)      |
| <b>Class Days/Time:</b> | F: 8:30 a.m. - 2:10 p.m.                                  |
| <b>Classroom:</b>       | ART 218   |
| <b>Prerequisites:</b>   | ANI 115 or ANI 117; Allowed declared Animation major only |

**Course Format**

**Technology**

As with prior courses in the program, this class will require extensive use of the Adobe Creative Suite, and potentially many other programs as well, including the Microsoft Office Suite or equivalent. Also, as with past classes, students will be expected to utilize Google Drive, Yahoo Groups, and other technologies, all of which have been utilized previously in prior semesters.

**Class Messaging**

Important course materials such as the syllabus, major assignment handouts, etc. may be found on the class Google Group Site here: <https://groups.google.com/forum/#!forum/2019-bfa-vis-dev> . All A/I students are also expected to join and monitor the [SJSU ANI Google Group](https://groups.google.com/forum/#!forum/sjsu-ani) (<https://groups.google.com/forum/#!forum/sjsu-ani>) for important announcements to our majors. Students are responsible for regularly checking email for class messages.

**Course Description**

*ANI 198 B.F.A. Senior Seminar is the first of a two-course sequence that constitutes the capstone for the BFA in Art: Animation/Illustration. Students will undertake and complete assignments that demonstrate professional competence in their area of concentration. Students will also be required to begin a BFA Thesis Project and contribute to group projects (film/game/other), which will require committed, collaborative work during all phases of production.*

**Course Goals (Optional)**

**Course Learning Outcomes (CLO)**

Upon successful completion of this course, students will:

1. Demonstrate professional competence via an individual, comprehensive portfolio or reel and in a public exhibition in one of the following four areas: Visual Development, Story, Modeling, or Animation.
2. Follow through a complex visual project in their discipline, in a manner similar or equivalent to standard industry workflow and practice, and at a similar level of quality.
3. Solve complex illustrative, modeling, animation, or story projects requiring significant research, critical analysis, and high-level visual communication and design skills.
4. Self-manage their time, efforts, and skills while working on complex multi-stage projects in such a way as to meet all deadlines with acceptable work.
5. Self-evaluate their work, and their strengths and weaknesses as they relate to studying visual development, animation, story, or modeling.

## **Required Texts/Readings**

### **Textbook**

*There is no required text for this course, however students are expected to consult various books, websites and blogs as needed to supplement their education.*

### **Other Suggested Readings**

*All widely available at libraries and bookstores:*

***Mindset**, Dr. Carol Dweck, ISBN 345472322*

***Make it Stick**, Peter C. Brown, ISBN 978-0674729018*

***Talent Is Overrated**, Geoff Colvin, ISBN 9781441605368*

### **Other Technology Requirements / Equipment / Material**

Students are expected to have an available laptop (PC or Mac) with some kind of tablet drawing ability or a Wacom equivalent device. Regardless of platform or input, the laptop should be well-prepared for high-end graphics processing.

*See class supply list on first day of classes for further information.*

### **Library Liaison (Optional)**

*For assistance in finding library resources, you may consult:*

<http://libguides.sjsu.edu/animation>

*and/or contact MLK Librarian Elisabeth Thomas.*

*([elisabeth.thomas@sjsu.edu](mailto:elisabeth.thomas@sjsu.edu), or 408-808-2193.*

### **Room / Lab Rules**

In addition to the standing rules that apply to all ANI rooms and computer labs, the BFA lab is exclusive to BFA students. Other students must have faculty approval to work in the BFA lab.

### **Course Requirements and Assignments**

The primary goal of this course is to prepare students—in their final academic year—for their professional career that will commence post-graduation. At this level, the goal of the instructors is to make ourselves superfluous to your decision-making as you transition into inexperienced professional status.

There will be weekly assignments, in-class assignments, mentoring, required readings, and events to attend. Additionally, as the ANI graduating class, you are expected to participate and conduct yourself in a way that serves as a positive role-model at all times for lower level students within the major. Students are expected to take notes on all classroom discussions and participate appropriately.

Students will complete all assignments and have assembled them as a demo reel or portfolio at the end of the semester. Not every assignment needs to be included in the final reel or portfolio, but that should be the student's aim. Both weekly assignments and the final demo reel/portfolio will be graded, as well as participation in class. Students are expected to complete and hand in every assignment for the course. **Failing to do the work will result in failing the class. Failing the class will prevent or at least delay your graduation.** Deadlines for assignments will be strictly observed.

### **Final Examination or Evaluation**

The class "final" will consist of a portfolio of the semester's work, due at the end of the semester.

### **Grading Information & Determination of Grades**

Students will be held accountable for meeting all deadlines with acceptable work. Directions given in class and for assignments must be followed accurately or grades will be lowered accordingly. Late work will not be excepted unless the instructor has given prior approval. Students are responsible for completing all work assigned during any absences, and absent students must make arrangements for their work to be turned in (on due date) and criticism recorded, by another student. No extra credit projects will be accepted for this class.

Class participation will be assessed and includes active engagement in critiques, intelligent questioning, peer mentoring, and proactive learning behavior.

Obviously, the quality of the work, both conceptually and its final execution, is the primary component of the grade; but as mentioned above, the student's grade is also determined by their professional attitude, their conduct, their work ethic, and their ability to meet their deadlines and the educational challenges posed by the assignments. Above all, students are graded on the intelligence they demonstrate while they pursue, question, attempt, evaluate, struggle, succeed and/or fail at their assignments.

While it is technically possible to pass this class with a grade as low as a D-, students should be aware that grades below the "B" range demonstrate a concerning lack of effort and are not considered even marginally adequate for pursuing a career in the entertainment or game industries; they also forecast poor professional prospects within our industry post-graduation. Students receiving grades of C+ or lower should therefore be on notice that their work as completed is barely adequate to graduate and better efforts are necessary if they are to pursue this field as a career. They may want to begin planning for a career path outside our industry.

Note that "All students have the right, within a reasonable time, to know their academic scores, to review their grade-dependent work, and to be provided with explanations for the determination of their course grades." See University Policy F13-1 at <http://www.sjsu.edu/senate/docs/F13-1.pdf> for more details.

Grades may be reviewed privately at any time by arranging a meeting with the instructor. If you want to know your grade—ask.

Late work due to class absence, or any other reason, will not be accepted for grading without prior authorization from the instructor well in advance of deadlines and only for reasons that conform to professional standards. Students are responsible for completing all work assigned during any absences, and absent students must make arrangements for their work to be turned in (on due date) by another student. If a student is given criticism or

correction by a faculty member or professional guest, those changes are to be incorporated within one week. If an absentee student turns in work, they should make arrangements with another student to take notes for them in regards to criticisms they need to address.

Students should expect that some assignments will continue to receive criticism requiring further work on their part for several weeks, or even months, past the original deadline for the project. Failure to incorporate such changes into their work will result in the work being considered “unfinished” in regards to grading.

**STUDENTS ARE SOLELY RESPONSIBLE FOR MAINTAINING BACKUP FILES OF ALL OF THEIR ASSIGNMENTS.**

“Incomplete” grades are only given rarely, and only in the event of compelling personal or family emergencies and/or crises. If you do receive an incomplete you will have to complete the work on your own and have one year to submit all final materials for consideration or your grade will revert to an F.

Effort & Participation (critiques, peer collaboration, etc.) : 10%

Assignments: 40%

Final Portfolio or Reel as submitted for your capstone exhibition: 50%

#### Grading Percentage Breakdown

93.34% and above = A

93.33% - 90% = A-

89.99% - 86.67% = B+

86.66% - 83.33% = B

83.32% - 80% = B-

79.99% - 76.67% = C+

76.66% - 73.33% = C

73.32% - 70% = C-

69.99% - 67.67% = D+

66.66% - 63.33% = D

63.32% - 60% = D-

59.99 and below = F

Please note:

A = Excellent or Superior work; work of a top professional standard

B = Above Average; Respectable effort or results, with relatively minor flaws or corrections necessary.

C = Average; More effort necessary on the part of the student, obvious flaws, obvious corrections necessary.

D = Below Average; Poor effort and results

F = Failure; Exceptionally Poor effort and/or results.

Students should expect and plan their schedules to accommodate significant “homework” periods after each class session. Students are expected to bring and maintain prepared materials and be ready to work at the beginning of—and throughout—each class session. Failure to do so will affect one’s grade. It is always the student’s responsibility to be prepared for class even if absent from the previous class.

Students will receive significant homework assignments every class, with potentially even assignments via email during the week. Several assignments may ultimately overlap at times, and students should expect a considerable amount of work in their final semester.

A final critique will be held on the final exam day in the usual classroom at the time and date indicated by the university final exam schedule. Please consult the [sjsu.com](http://www.sjsu.com) website to reserve those times in your calendar immediately.

For further information about classroom activities, please refer to any handouts distributed for assignments. (Available on the class Yahoo Group.)

### **Classroom Protocol**

All Animation/Illustration students are expected to conduct themselves in a professional manner at all times.

Whether in class or working after hours, students must respect the facilities and fellow students and are expected to present themselves and their work in a clean professional manner. Students will be held accountable for both classroom participation and contributing to the creation of a positive atmosphere for education.

Classes and events are to be treated as business appointments and students are expected to be in attendance, fully prepared, and on time. Fully prepared means having all necessary materials needed to work on class projects, having prepared according to instructions, and having made significant progress on assignments from the previous class. Failure to accomplish any of the above will significantly lower your grade.

The occasional absence is unremarkable, but if an absence is unavoidable, students are expected to notify the instructor immediately, and contact their peers to both turn in work on the due date and stay current with class assignments they may have missed.

Cell phones should be silent and should not be utilized during class unless otherwise directed. Students should refrain from eating food others can smell. At the end of classes, students are expected to leave the classroom cleaner than they found it, push in chairs, etc. During breaks and immediately before and after class, students should be conscious of the overall noise level in the room and try to minimize it in order to allow for the private instructor/student conversations that often occur.

Finally, students should maintain an awareness of the safety of their surroundings, belongings, and classmates. In particular, when working in the building and entering or leaving after hours, students should accompany one another in the interest of safety or call the University Police for an escort. Report any suspicious persons or behavior to the University police at 408-924-2222 or by picking up a blue emergency phone.

### **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/>"