San José State University  
Animation / Illustration  
ANI198_03 BFA SENIOR SEMINAR, FALL 2017

Instructor: Raquel Coelho
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Office hours: ART 223, Mon and Thurs 11:30 – 12:30
Class Times: Fridays 8:30am to 2:10pm;
plus an extra meeting on Tuesdays 11:30am - 12:30
Graduation Dates: May 2017
Pre-requisites: 128a and 128b

Faculty Web Page and MYSJSU Messaging (Optional)
Important course materials such as the syllabus, assignment handouts, etc. may be found at:
https://groups.yahoo.com/neo/groups/SJSU_ANI_2017/
This is a private group so you must be invited via your faculty on record and it will be discussed in class.

All AI students are also expected to join the program Yahoo group for program-wide information and announcements and this can be found at:
http://groups.yahoo.com/group/SJSU_Animation_Illustration/

Students are responsible for regularly checking with the messaging system through MySJSU and the above Yahoo! Groups.

Course Description
ANI 198 B.F.A. Senior Seminar, is the first of a two-course sequence that constitutes the capstone for the B.F.A. in Animation/Illustration. Students will undertake and complete assignments that demonstrate professional competence in their area of concentration.

Course Goals and Student Learning Objectives
Course Content Learning Outcomes
Upon successful completion of this course, students will: Demonstrate professional competence in an individual, comprehensive portfolio, or reel, or combination of either, in one of the following four areas:

1. Animation
2. Modeling
3. Story
4. Visual Development
**Texts/Readings:**
The following books will be helpful:

1. How to Draw Comics the Marvel Way, by Stan Lee and John Buscema
2. Drawing the Head, by William L. Maughan
3. The Practice and Science of Drawing, by Harold Speed
4. The Art of Animal Drawing, by Ken Hultgren
5. Animal Drawing and Action for Artists, by Charles R. Knight
6. The Illusion of Life: Disney Animation, by Frank Thomas and Ollie Johnston
7. Animation, by Preston Blair
8. The Animator’s Survival Kit, by Richard Williams
9. Glen Vilppu (Website to order drawing books and tapes) [http://www.vilppustudio.com/](http://www.vilppustudio.com/)
10. Acting for Animators by Ed Hooks
11. The Visual Story: Creating the Visual Structure of Film, TV and Digital Media, by Bruce Block, Published by Focal Press
12. Inspired Short Film Production, by Jeremy Cantor and Pepe Valencia, Published by Cengage Learning
13. Cinematic Motion, by Steven Katz, published by focal press
15. Film Directing Shot by Shot: Visualizing from Concept to Screen, by Steven D. Katz, published by Focal Press
16. The Filmmaker’s Eye, by Gustavo Mercado, Published by Focal Press

**Class Materials:**

Sketch book
Pencils - black graphite, red and blue pencils
acetate sheets and markers in 2 colors
tape

Maya 2017 (available in the school computer labs or download directly from Auto Desk *
*check for minimum system requirements first!!!

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.

[http://its.sjsu.edu/services/software/microsoft-students/index.html](http://its.sjsu.edu/services/software/microsoft-students/index.html)

[http://its.sjsu.edu/services/software/adobe/index.html](http://its.sjsu.edu/services/software/adobe/index.html)
Course Procedure

The classes may include, but are not limited to: prop, character, and visual development, story, design for presentation, animation, sculpts, research processes, and communication skills. Students will be assigned projects, which incorporate complex problem solving as applicable to their individual areas of interest. Students are expected to research industry venues and create solutions specific to those areas of interest (such as live action or animated feature film, short films, television, video game design, etc). Students will be required to demonstrate a thorough understanding of the ANI 198 assignments and present viable solutions. Students are expected to, but are not limited to, photograph reference, utilize libraries, visit museums, study films, and attend live performances as part of the reference-gathering process. (The Internet is a necessary tool but not an end-all solution for gathering reference.)

- **Each discipline** requires assignments to be completed and submitted under parameters appropriate to said disciplines (TBA).
- **Each discipline** requires an end of the semester submission to be completed and submitted under parameters appropriate to those disciplines (TBA).
- **Each discipline** requires students to upload work to the server to present when or if their appropriate discipline is the spotlighted subject.
- **Each discipline** may have guest speakers and the subject matter may change on a daily/weekly basis.

ALL disciplines are required to complete a senior portfolio of individual pieces and one Undergraduate Thesis Project (collaborative, in group)

Classroom Protocol

All Animation/Illustration students are expected to conduct themselves in a professional manner, respecting their fellow students and their shared facilities. Students will be held accountable for classroom participation, thoughtful contributions to collaborative learning, and the perpetuation of a positive atmosphere.

Classes and scheduled events are obligatory, and students are expected to be in attendance, fully prepared, and on time. Fully prepared means bringing all necessary materials, preparing according to instructions, and showing significant progress. Failure to accomplish any of the above will result in a lowered grade. If an absence is unavoidable, students are expected to notify the instructor immediately.

**Cell phones must be turned off during class.** No internet browsing is allowed during classes and review meetings.

Earphones are not allowed and students must refrain from eating aromatic foods in the classroom. At the end of each class, students are expected to leave the classroom clean and arranged in the proper configuration.

Finally, students should be aware of the safety of their surroundings, belongings, and classmates. When working in the building or entering and leaving after hours, students should accompany one another 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.
Students are expected to complete and submit ALL projects and assignments. Deadlines will be strictly observed. Grades for late assignments will be lowered by one letter grade. Assignments will NOT receive a grade if turned in more than one week after the due date. If a student is told to make corrections or redo an assignment it means that what was submitted previously does not count as a completed assignment.

STUDENTS ARE RESPONSIBLE FOR KEEPING A DIGITAL COPY OF ALL PROJECTS AND WEEKLY ASSIGNMENTS. PLEASE BACKUP YOUR WORK OFTEN.

Course grade
The following factors will determine your grade:
- Class participation (TBA per faculty on record for the discipline)
- Feature assignments (TBA per faculty on record for the discipline)
- Senior Portfolio (portfolio pieces will be judged in terms of quality and a minimum number of pieces required)
- Undergraduate thesis (collaborative project; will be judged in terms of progress, effort and quality)

Grades will reflect a student's overall engagement with the course material, as determined by completion of all assignments, the quality of assignments, participation, progress and effort. Students are responsible for maintaining an updated record of all completed assignments. We will only give Incompletes if you have or are experiencing a compelling family emergency and/or life crisis. If you receive an incomplete you have to complete the work on your own and have one year to submit all final materials for consideration or your grade reverts to an F.

Grading Percentage Breakdown
94% and above = A
93% - 90% = A-
89% - 87% = B+
86% - 84% = B
83% - 80% = B-
79% - 77% = C+
76% - 74% = C
73% - 70% = C-
69% - 67% = D+
66% - 64% = D
63% - 60% = D-
Below 60% = F
Please note:
A = Excellent or Superior; or top 10% (93 to 100) = 4.0
B = Above Average; or second 10% (83-92) = 3.0
C = Average; or third 10% (77-82) = 2.0
D = Below average, minimum passing grade (69-76); or fourth 10% = 1.00
F = Failure or Exceptionally Poor; or bottom 60% (0-68) = 0.00

Students will be held accountable for meeting all deadlines with acceptable work. Class participation will be assessed and includes active engagement in critiques and peer collaboration. Directions for all assignments must be followed accurately or grades will be lowered. Late work will not be accepted 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) by another student.

The quality of the work, both conceptually and technically, is the primary component of the grade. However, a student’s grade is also determined by their professional attitude, conduct, work ethic, and ability to work effectively within both the parameters and the deadlines of each assignment.
Rules for the MAYA labs:
Failure to comply with the following rules will result in a one-week expulsion from the lab for every student present at the time of the offense:
1. **DO NOT** disconnect, attach, rearrange, or install anything on the computer systems (USB and external drives are permitted)
2. Food is prohibited
3. Beverages may be kept only on the shelf in the rear of the lab
4. Only students registered in digital classes or BFA are allowed in the lab
5. The lab is for digital class-related work only (No painting, charcoal rendering, sculpting, etc.)
6. No inappropriate imagery on the computers or dry erase boards
7. Headphones only; no sounds audible to other students allowed; no headphones during lectures
8. The lab doors must remain closed and locked at all times
9. Cell phones must be turned off in the lab
10. Enjoy the magic of the medium that the A/I labs provide

Rules for BFA lab: 243A
1. The BFA lab is exclusive to BFA students.
2. Non-BFA students must have faculty approval to work in the BFA lab.
3. See the above list of rules for the Maya labs and apply appropriately.

Shrunkenheadman Club
All AI students are encouraged to join and participate in The Shrunkenheadman Club. (The AI major student club.) The faculty have noticed that active participation with the SHM has proven to be an accurate predictor of future success post-graduation. In addition, the camaraderie and informal peer advising has been a tremendous advantage to our students both pre-and post-graduation. For more information, visit [www.shrunkenheadman.com](http://www.shrunkenheadman.com)

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](http://www.sjsu.edu/gup/syllabusinfo)