San José State University  
Dept of Design - Animation/Illustration  
Ani 24 - Illustration Fundamentals  
Section 3 Fall 2017  

Course and Contact Information  
Instructor: Angela Wu  
Office Location: Art Building Room 219  
Telephone: (408) 924-4257  
Email: angela.wu@sjsu.edu  
Office Hours: T/TH 11-11:30am by appointment  
Class Days/Time: T/TH 3pm-5:50pm  
Classroom: Art Building Rm 314  

Course Format  
Online Class Resources  
Course materials such as syllabus, handouts, notes, assignment instructions, etc. can be found on Canvas Learning Management System course login website at http://sjsu.instructure.com. You are responsible for regularly checking with the messaging system through MySJSU at http://my.sjsu.edu and/or Canvas.  

Course Description  
Basic principles of animation and illustration stressing composition, sequential visual storytelling, value drawing and other visual art techniques utilized by professionals in the screen arts industry.  

Course Goals  
Illustration Fundamentals focuses on improving the student's ability to draw with confidence, fidelity, and craft. The emphasis of the class will be placed on developing the solid fundamental skills of draftsmanship required within the illustration and animation industry.  

This class will expose the student to a variety of drawing media and techniques.
Through demonstrations, lectures, personal and class critiques, in-class drawing sessions and rigorous homework assignments, students will develop their abilities to draw with more skill and confidence than ever before.

The student is expected to work diligently regardless of major. This class is very difficult and time-consuming. Considerable self-discipline, intelligent effort, and a very strong work ethic are essential for class success.

**Course Learning Outcomes (CLO)**

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

1. Draw well from direct observation or photographic reference, in any medium, using either line or tonal techniques.
2. Articulately discuss their work in public and receive and respond to public criticism in a positive manner.
3. Develop complex visual art projects without assistance to a high level of finish through self-critique and processes shown in class.

**Required Texts/Readings**

There are no required texts for this class. Recommended books will be discussed in class.

**Materials**

A complete, updated list (and online ordering capability) of the art supplies required is also located at:


1 Drawing Board
12 #750 Carb-Othello Pencils (Neutral Black)
4 #100 Carb-Othello Pencils (Titanium White)
4 #670 Carb-Othello Pencils (Burnt Sienna)
1 Package of Sandpaper 150-220 Grit
1 X-Acto Knife for # 11 Blades
1 15 Blade Refill pack of # 11 X-Acto Blades.
3 Kneaded Rubber Erasers
1 Alphacolor “Char-Kole” box
6 Velvet Gray Strathmore 500 Series Charcoal Paper
1 4-ply Strathmore 500 Series Bristol Board (regular surface)
2 Black Uniball Micro Ballpoint Pens
1 Strathmore Drawing Paper Pad (white paper, 18" x 24")
1 8.5 x 11”, hardbound, new, dedicated, sketchbook (Do NOT share with Ani 12 or other Classwork)
1 Box of pushpins or roll of white artist tape to hang work on the wall

$150 = Approximate Total Cost

NOTE: Students will need access to a laptop, Adobe Photoshop, and a digital camera (preferably DSLR) in the later half of the semester.

You are expected to have your drawing board, pushpins/tape, sketchbook, and an 18” x 24” drawing pad every class session unless otherwise instructed.

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 or Office equivalent.

Course Requirements and Assignments

There will be assignments to be completed every week of the semester, usually after every class. Often the assignment will demand multiple drawings to fulfill a single assignment.

Each project will build the student's understanding of the topics covered in class during the week. Due to the sequential nature of the class and topic, the student is expected to show up on time, attend every session and complete each assignment within the deadlines given.

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.

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. Students will be present and on time every day. The class is to be treated as a business appointment. The student is expected to be fully prepared to work in class unless told otherwise. Fully prepared means having all necessary materials needed to work on a project, 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.

Please take note of University’s Credit Hour Requirement below.

“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.”

Course requirements include attendance at certain program events outside of class meeting times. Some of these events may charge an entrance fee. If you anticipate any difficulty in
meeting this course requirement, please consult with the course instructor in the first two
weeks of the semester.

**Final Examination or Evaluation**

Final Examination Date and Time:

*8am class: Friday, Dec 15, 7:15-9:30am*
*12pm class: Wednesday, Dec 13, 9:45am-12pm*
*3pm class: Thursday, Dec 14, 2:45-5pm*

**Grading Information**

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
his/her professional attitude, conduct, work ethic, and ability to meet deadlines and the
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. **Two or more missing assignments over the course of the semester
almost guarantees a low class grade—turn in the work!**

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

**Determination of Grades**

**Late Policy**

There are no make-up assignments. Late assignments will only be accepted if previous
arrangements have been made with the instructor at least two days before the assignment is
due. Voice mails do not constitute a previous arrangement, nor do midnight emails. If you
must be absent, arrange to have someone else turn in your work for you. It is **your**
responsibility. Treat it as you would a professional assignment. Deadlines can be adjusted
without hurting your professional reputation; but only if an illustrator has demonstrated
good faith, and has given his client generous notice. Anything less is professional suicide.
Regardless, late assignments, even if accepted as above, will be given a lower grade.

**Grade Breakdown:**

- Sketchbook: 20%
- Participation: 10%
- Homework: 50%
- Reversal: 5%
- Final: 15%

**Classroom Protocol**

1. No cellphone use during lectures, critiques, demos, or while drawing the model
2. No music while working in class
3. Students will be present and on time every class, fully prepared to work
4. Students will be held accountable for meeting all deadlines with acceptable work
5. Directions given in class, and for assignments must be followed accurately or grades will
   be lowered accordingly
Overall, treat this class as if as you would a job you care about. Practice professional habits.

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
Students should know that the University’s Academic Integrity Policy is available at
Your own commitment to learning, as evidenced by your enrollment at San Jose State
University and the University’s integrity policy, require 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. The website for Student Conduct and Ethical
Instances of academic dishonesty will not be tolerated. Cheating on exams or plagiarism
(presenting the work of another as your own, or the use of another person’s ideas without
giving proper credit) will result in a failing grade and sanctions by the University. For this
class, all assignments are to be completed by the individual student unless otherwise
specified. If you would like to include in your assignment any material you have submitted,
or plan to submit for another class, please note that SJSU’s Academic Policy F06-1 requires
approval of instructors.

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 DRC (Disability Resource Center) to establish a record of their disability.

Student Technology Resources
Computer labs for student use are available in the Academic Success Center located on the
1st floor of Clark Hall and on the 2nd floor of the Student Union. Additional computer labs
may be available in your department/college. Computers are also available in the Martin
Luther King Library.
A wide variety of audio-visual equipment is available for student checkout from Media
Services located in IRC 112. These items include digital and VHS camcorders, VHS and
Beta video players, 16 mm, slide, overhead, DVD, CD, and audiotape players, sound
systems, wireless microphones, projection screens and monitors.
# Ani 24 Illustration Fundamentals Fall 2017 Course Schedule

The following schedule is subject to change. Any changes will be discussed in class.

## Course Schedule

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