

San José State University
Design Department: Animation/Illustration
41280 ANI 50, Section 02, Fall 2018

Course and Contact Information

Instructor:	Elizabeth Briggs
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Office Hours:	M/W 11:30 am - 12:00 pm
Class Days/Time:	M/W 12:00 - 2:50 pm
Classroom:	Art & Design Bldg. Rm. 243
Prerequisites:	None

Course Format

The course format is a studio-oriented class with technology requirements. This means that the student is required to attend each and every class period and attendance will be taken. The student is also expected to have access to technology tools including a personal laptop computer. This computer is required to be present during class periods therefore a "desktop" style computer at home is not acceptable. Appropriate arrangements for a laptop must be made to register and be successful in this class. The student shall be prepared with this laptop at the first class meeting of the semester. No exceptions shall be made.

Canvas Course Management Website

Copies of the course materials such as the syllabus, assignment handouts, grading, etc. may be found on the course CANVAS website. You may find your link to this website on MySJSU, along with your login/password info. You are responsible for regularly checking with the messaging system in CANVAS for course updates, assignments, etc. All class correspondence will also be managed through the class CANVAS site.

Course Description

Presents concepts of 2D design as they apply to the creation of sequential narrative imagery for the screen arts. Visual Principles for Animation/Illustration focuses on examining and developing the technical and intuitive skills artists use to visually and psychologically manipulate and control their audience for communicative effect. Additionally, the class will introduce prospective Animation/Illustration majors to the rigorous demands of the major.

Class time will be devoted to frequent lectures, individual and group projects, critiques, demonstrations of relevant visual principles, and supervised work on class projects. While homework will be continually assigned in small amounts to coincide with classroom lectures, the bulk of the class homework will consist of three continual assignments that must be completed DAILY.

Strong drawing and painting skills are not as essential for class success as astute visual sensitivity, but all students must display TREMENDOUS self-discipline to do well. It is not expected that students will possess equal skill levels or equal levels of self-discipline upon entering the class, however students whose skills are weak entering the class will be expected to work harder than their peers to achieve comparable grades. Emphasis will be placed on executing the assignments PRECISELY as described, with a high degree of competence and accuracy.

Course Learning Outcomes

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

Have an understanding of all aspects of composition, typography and page layout

Have a basic knowledge of over 100 artists/illustrators

Have a strengthened and improved sketch discipline

Have a working command and functional skills using Adobe Illustrator, InDesign and Photoshop

Required Texts/Readings

Textbook

No textbook is required however suggested readings will be posted and are expected to be read and/or reviewed. Additionally a significant amount of reading and researching is required to become aware of historically important illustrators, artists and contributors to the animation field.

Other Technology Requirements / Equipment / Material

Estimated cost of materials will vary depending on whether a student has already purchased or has access to the necessary electronic equipment.

Laptop

It should be understood that a laptop is required on the first day of classes. It is very important that it is **powerful enough** to efficiently and effectively run the Adobe suite of software including Illustrator, InDesign and Photoshop. Please consult a qualified professional at a retail outlet to make sure that your current hardware or intended hardware is acceptable. DO NOT expect instructor to provide specific hardware requirements. Students may use either Mac or PC platform but a desktop computer is NOT acceptable under any circumstances.

Software

The Adobe suite of software is available for FREE from the University when a student is registered for this class. Instructions will be given for downloading and access on the first day of class. Do not personally purchase this software. *It is very expensive and not necessary.*

Additional Materials (This is not a course fee)

A color personal printer with scanning ability will be very handy as students will be printing out assignments regularly and scanning a tremendous amount of materials. If a student does not have this they will need to pay for these prints and find access to scanning on campus.

A student must have access to a digital camera. The camera attached to most mobile phones will be acceptable although if a student already has a digital camera they should bring it. Purchasing one is *not required*.

Drawing tablets such as Wacom are nice to have *but not required*.

A supply kit will be available for purchase on the first day of class. This kit has been assembled especially for this class and costs approximately \$60.00. This is a specially negotiated price with a heavy discount. Separate communication via email will be provided to learn how and when to purchase.

A final printed project is required to pass this class and the costs associated vary widely depending on the student's design. A range of \$50-\$100 can be expected.

Library Liaison

The Library Liaison for Animation is Rebecca Kohn. She can be reached via e-mail at rebecca.kohn@sjsu.edu or by telephone at (408)808-2007. Her office is located on the 4th floor of King Library, and she encourages students to contact her with research questions.

Library Resources specific to animation are available online at <http://libguides.sjsu.edu/animation>

All of the University Library Resources can be accessed at <http://libguides.sjsu.edu/a-z>

Course Requirements and Assignments

Components of a student's grade will include graded both large and small assignments as well as self-directed sketch practice and research. Students will be engaged in demos, discussions and critiques during class meeting times and are expected to attend each and every class period. Missing classes will guarantee falling behind in the class. Each assignment is designed to build upon the previous learning and skills acquired.

Regular homework assignments are given and are expected to take from 12-20 hours per week. These assignments are designed to instill critical thinking, practice skills and discovery of topics important to the major. They are given at the end of each class period and are generally due immediately before the next class meeting. Assignments are handed in and posted on Canvas as well as brought physically to class as instructed. A short grace period for late posting assignments is provided however this will result in lost value for the assignment and if not careful repeated habit can seriously affect the student's ultimate outcome and success. Each assignment has an expiration date/time after which it will not be accepted and will receive a 0 value.

There are no make-up assignments. Expired assignments will only be accepted if previous arrangements have been made with the instructor at least two days *before the assignment is due*. Emails immediately prior to class do not constitute a previous arrangement. Regardless, late assignments, even if accepted as above, will be given a lower grade.

University's Credit Hour Requirement

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 three hours per unit per week) for instruction, preparation/studying, or course related activities, including but not limited to internships, labs, and clinical practica. Other course structures will have equivalent workload expectations as described in the syllabus.

Final Examination or Evaluation

A final project Journal and Sketch Book are required to complete and pass this course. The content for this project is performed and compiled throughout the entire semester and is expected to be done faithfully every day. If the student fails to complete and submit a final journal and sketchbook on time a failing grade will be given for the course. A student cannot expect to pass without the submission of these deliverables. The final project is due on the last day of instruction and is returned with comments and a grade on the final examination date determined by the University.

Grading Information

A student's grade is largely determined by their professional attitude, their conduct, and their ability to follow instructions accurately and meet their deadlines. Above all, students are graded on the intelligence they demonstrate while they pursue, question, attempt, evaluate, struggle, succeed and/or fail at their assignments. Missing assignments, not completing work, failure to participate, or not turning in assignments (in the proper format) on due dates almost guarantees a failing, or extremely low grade.

A point value system is used for evaluation. Total achievable points are clearly stated for each assignment. Point values are weighted and correspond to and follow the standard SJSU A-F system as follows:

Standard SJSU A-F system:	Grading is weighted as follows:
A+, A, A- / 100+ - 91% / Excellent	Proficiency Skills 15%
B+, B, B- / 90 – 81% / Above Average	Composition Assignments 20%
C+, C, C- / 80-71% / Average	Masterwork Project 20%
D / 70-61% / Below Average	Mid-Term Assessment 10%
F / Below 61% / Failure	Final Journal & Sketchbook 35%

This course must be passed with a C or better as a CSU graduation requirement.

In Class Activity & Participation

The student's willingness and ability to actively and vocally participate during in-class activities will either positively or negatively will affect the final grade at the sole discretion of the professor usually at no more than a 10% range. It is the student's responsibility to monitor and keep up their participation in critiques and other class discussions on a daily basis. If a student fails to speak up and participate in discussions they cannot expect to be fully successful in their career and their grade will be reflected of this fact. Regular reminders and encouragement to participate will be given to the class in general and pointed out to individuals as necessary.

Classroom Protocol

1. Be on time. Late arrivals disrupt the class.
2. Turn off your cell phone. No cell phone usage in the classroom.
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. This means no personal music players or iPods.
8. No checking email or using laptops for any activity not related to the class.
9. No spray mount or fixative spraying in the class.
10. Use the trash cans in the rooms, hallways, and restrooms.
11. Do not dump toxic wastes in restroom sinks. Use the recycling drums upstairs.
12. Clean the sinks if you use them for your project clean ups. Do not discard paper towels on the floor.
13. Do not use the tabletops as a cutting surface.
14. Do not leave valuable items unattended.
15. Do not leave the classroom without cleaning your area.

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/>” Make sure to review these university policies and resources.

41280 ANI 50, Section 02, Fall 2018 Course Schedule

The schedule is subject to change with fair notice and will be updated on the Canvas site.

Course Schedule

Week	Topics, Readings, Assignments, Deadlines
1	Lesson #1 Your Visual Toolbox Part A. In-Class: Draw Item, Questionnaire, Critique. Assignment: 5 Sketchbook entries, bring scissors, join Yahoo groups.
2	Lesson #1 Your Visual Toolbox Part B. In-Class: Molly Bang Cut Paper Group Exercise. Assignment: Explode-A-Square. Lesson #2 Positive/Negative Space. In-Class: Review Sketchbooks Critique: Explode-A-Square. Assignment: Pos/Neg Samples, Scan a Masterwork>bring to class.
3	Lesson #3 Focal Point. In-Class: Intro demo of Illustrator: Diagram Masterwork. Critique: Review Positive/Negative samples. Assignment: Masterwork Diagram. Lesson #4 Value & Depth. In-Class: Continue demos of Illustrator. Critique: Masterwork Diagram. Assignment: Masterwork Value Scale First Pass.
4	Lesson #4 Continued Value & Depth. In-Class: Illustrator triage and continue demos of Illustrator. Critique: Masterwork Value 1st Pass Review. Assignment: Masterwork Value Scale 2nd Pass. Lesson #5 Reduction. In-Class: Illustrator triage and continue demos of Illustrator. Critique: Masterwork Value Scale 2nd Pass Review. Assignment: Masterwork Reduction of Form
5	Lesson #5 Continued Reduction. In-Class: Illustrator triage and continue demos of Illustrator. Critique: Masterwork Reduction 1st Pass Review. Assignment: Masterwork Reduction 2nd Pass. Lesson #6 Instructions & Directions, Masterwork Project Completion. In-Class & Assignment: Final changes to all stages of assignment.
6	Lesson #7 Balance. In-Class: Find a Balance exercises. Critique: Masterwork Final Olympic Judging Ballots. Assignment: Find a Balance Compositions with Pictures, Headlines & text. Lesson #8 Juxtaposition. Critique: Find a Balance Small groups discussion > choose 2 best examples to share with class. Assignment: Juxtaposition Photo & Haiku extra credit.
7	Lesson #9 Unity Part 1 (The Grid) In-Class: Masterwork Olympic Medal Awards. Critique: Juxtaposition Photo & Haiku extra credit. Assignment: Unity & The Grid, Using Sketchbook content explore 2 different layouts. Lesson #10 Unity Part 2 (Themes) In-Class: Brainstorming Exercise - Prepare for themes. Critique: Unity & The Grid. Assignment: "Seeing things in a New Light" Unity Composition Photo.
8	Mid Term Sketchbook Review. Lesson #11 Color Mechanics Part 1. In-Class: 30 Windows Assignment, 15 from imagination in class. Critique: Unity Photo. Assignment: 30 Windows Assignment, 15 from observation, Color Assignments. Lesson #12 Color Part 2 & Lesson #13 Intro to Typography. In-Class: Evocative type. In-Class: Small group discussion: 5 insights of window assignment. Assignment: Evocative type (breath, dream, move)
9	Lesson #14 Typography Classification. In-Class: Demo Intro InDesign, Copyfitting exercise. Critique: Evocative Type Assignment (breath, dream, move). Assignment: Find 3 excellent example of type usage, Copy Fitting exercise. Lesson #15 Type Summary, Lesson #16 Type in Film & Animation. In-Class: Type Quiz, Show film title sequences. Critique: Review excellent examples of

Week	Topics, Readings, Assignments, Deadlines
	type small groups > pick 3 examples to share. Assignment: Produce roughs for "Animated by..." assignment
10	Lesson #16 Type in Film & Animation Continued. In-Class: Project working day. Show more film title sequence examples. Critique: Small groups evaluation "Animated by..." comps. Assignment: Final "Animated by..." personal credit project. Lesson #17 Planning Your Journal. In-Class: Review Journals, List together appropriate contents, show spreads. Critique: "Animated by..." final project. Assignment: Find & bring in 3 different double page magazine layouts, tracing paper, and ruler.
11	Lesson #18 Layout. In-Class: Demo of InDesign Master Pages. Trace over layouts with tracing paper to diagram & discover the grids. Assignment: Create a journal layout with content (pictures, type) scan pictures. Lesson: Demo InDesign Master Pages demo again. Discuss printer test w/examples. In-Class: Work on Layouts. Individual help with InDesign and Layout development. Assignment: Work on all Master Page Layouts, print out to view.
12	Lesson: InDesign Layout Continued. In-Class: Individual help with InDesign and Layout development. Critique: Individual reviews of layout progress. Assignment: Master Page Layouts for each chapter in journal, print out to view. Lesson: InDesign Layout Continued. In-Class: Continue to develop layouts. Critique: Individual reviews of layout progress. Assignment: Next stage development of all chapter layouts.
13	Lesson: InDesign Paragraph Styles, Objects, & Color. Paper discussion & resources. In-Class: Layout approval due today. Work on Layouts, move to production. Assignment: Begin production on journal. Lesson: Production. In-Class & Critique: Production triage help. Assignment: Production of journal.
14	All Week Lessons: Production Continued. Chapter Dividers. In-Class: Work on production of journal. Production triage help. Assignment: Production on journal. Chapter dividers and cover designs.
15	All Week Lesson: InDesign Table of Contents, Artist List, & Packager. Print and prepare final journal project. In-Class & Critique: Chapter dividers, cover, table of contents & artist lists.
16	Lesson: Final Journal Project Due with Sketchbooks. Hand in project.
Final Exam	Date and Time TBD according to University schedule.