

San José State University
College of Humanities and the Arts/Animation/Illustration
ANI-50 Sec 05 (50968) – Visual Principles, Fall 2018

Instructor: Tom Austin
Office Location: Art 213
Telephone:
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Office Hours: Tu Th 1:00 PM - 1:30 PM
Class Days/Time: Tu Th 3:00 PM - 5:50PM
Classroom: Art 243

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.

Canvas and Google Drive

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.

Digital assignments will be uploaded to Google Drive

Course Goals and Student Learning Objectives

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 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 equipment / material requirements

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.

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.

You can legally download the software from

<http://its.sjsu.edu/services/software/microsoft-students/index.html>

<http://its.sjsu.edu/services/software/adobe/index.html>

We will be using Google Drive for digital assignments. All students have unlimited access to Google Drive using their sjsu.edu gmail account.

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. You should have received an email on 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 email 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>

Classroom Protocol

- Be on time.
- Do not use computers during lectures.
- Clean up the class room the last 5 minutes of class.
- Respect other students when they have the floor. Kind of like kindergarden but with bigger computers.
- Turn off your cell phone. No cell phone, Ipad, or musical device usage in the classroom.
- Private conversations during lectures and class discussions are not permitted.
- Clean the sinks if you use them for your project clean ups. Do not discard paper towels on the floor.
- Do not use the tabletops as a cutting surface.

Assignments and Grading Policy

Assignments	40.00%
Class Project progress	20.00%
Class Participation	10.00%
Final	30.00%
Total	100%

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 GoogleDrive as well as brought physically to class as instructed.

Grading information:

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

Each of the four categories will be heavily influenced by the following factors:

a. Completeness and Pipeline/Feedback ready:

- Does it look finished by measure of the examples of the instructor's and previous students work as shown? In the case of the industry, there will be plenty of in-house work and work being done by other studios, by which to judge the merits of your work.
- Is it finished enough to receive appropriate feedback for the stage of development, whether WIP or finish. Even something that is WIP, should still be "done" enough to allow for feedback at certain points in the process.
- Is it ready to hand off, or is there some re-work necessary? It must be clean and ready for someone else to work on at all points in the process!

b. Implementation of Directions:

- Does the work show that the procedures and working methods in the lecture and the lecture notes were followed and implemented correctly? Or in the industry, that your studio's practices were implemented?
- Were things submitted correctly? For class this means placed on the server in the right folder, using Maya project folders and having trimmed them appropriately.
- Was the naming convention adhered to?
- Were the correct type of files used and placed in the right folders?

c. Penalty (if any) for late or missed work: Work is considered late if it is not on the Google Drive before the published deadline on canvas.

Work Turned late is an Automatic 10% reduction in your grade.

Each assignment has an expiration date/time after which it will not be accepted and will receive a 0 value.

The only exception will be if you have **PRIOR** to class contacted me and **RECEIVED** my **APPROVAL** for a late submission. Sending me an email a half an hour before class and not getting a reply from me does not count!

d. Extra Credit and Redos: There may be opportunity for extra credit to be earned and for assignments to be resubmitted. This will be up to my discretion and should not be relied on to improve your grade.

e. Family Emergencies and other Crisis's: All family emergencies or other life crisis's will require a doctor's note for verification. I will work with any student to adjust the curriculum to take into account any authenticated emergency. If possible all efforts should be made to notify in advance.

It is expected that some form of communication in a timely fashion will be received by me regarding any difficulties. Do not drop out for weeks at a time and then expect to return to class without some notice of your difficulties.

Also, if you are feeling overwhelmed with school, please let me know and or seek out help at Student Services. I am happy to try and work something out, but you have to let me know! You are here to learn, not to suffer!

e. Incompletes: I will only give out an incomplete if you have or are experiencing a compelling family emergency and/or life crisis. 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.

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.

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.

Student Technology Resources

Computer labs for student use are available in the [Academic Success Center](http://www.sjsu.edu/at/asc/) at <http://www.sjsu.edu/at/asc/> located on the 1st floor of Clark Hall and in the Associated Students Lab 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 DV and HD digital camcorders; digital still cameras; video, slide and overhead projectors; DVD, CD, and audiotape players; sound systems, wireless microphones, projection screens and monitors.

Google Drive

You will submit your work on Google Drive. Use your SJSU email. It gives you unlimited data storage.

ANI 50 -05 Visual Principles

Week	Details
1	Your Visual Toolbox Part A
2	Your Visual Toolbox Part B. In-Class: Molly Bang Cut Paper Group Exercise
3	Focal Point. In-Class: Intro demo of Illustrator: Diagram Masterwork.
4	Value & Depth. In-Class: Illustrator triage and continuedemos of Illustrator.
5	Reduction. In-Class: Illustrator triage and continue demos of Illustrator.
6	Balance. In-Class: Find a Balance exercises
7	Unity Part 1 (The Grid) In-Class: Masterwork Olympic Medal Awards.
8	Color Mechanics Part 1 In-Class: MidTerm Review
9	Typography Classification. In-Class: Demo Intro InDesign, Copyfitting exercise
10	Typography Classification. In-Class: Demo Intro InDesign,
11	Type in Film & Animation Continued. In-Class: Project working day

Week	Details
12	InDesign Layout Continued. In-Class: Individual help with InDesign and Layout development.
13	InDesign Paragraph Styles, Objects, & Color. Paper discussion & resources. In-Class: Layout approval due today
14	Production Continued. Chapter Dividers. In-Class: Work on production of journal. Production triage help
15	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	Final Journal Project Due with Sketchbooks. Hand in project.
Final	Date and Time TBD according to University schedule.

Note: All dates and assignments are subject to change! This is a tentative schedule designed to provide you with some basic guidance. Please do not make travel plans, etc. without first consulting me as to the state of the schedule!