

San José State University

Animation/Illustration – Department of Design ANI 055, Beginning Drawing for Animation/Illustration, Section, Spring 2019

Course and Contact Information

Instructor:	Sheldon Borenstein
Office Location:	ART 219
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Office Hours:	Friday, 11:45 am – 12:15 pm, or by appointment
Class Days/Time:	Section 01: Friday, 8:20 am - 2:10 pm Section 02: Friday, 2:20 pm – 8:00 pm
Classroom:	ART 314
Prerequisites:	ANI 024; Allowed declared Animation major only

Course Format

Important Web Pages and Class Messaging

ANI Program Google group (mandatory for ANI students): www.shmgoogle.com

Course Description

Principles of drawing for illustration and animation: gesture, construction, anatomy and technique. An intensive study of the human figure from life, and its use in working in animation and the screen arts industry.

Course Goals

Beginning Drawing for Animation/Illustration teaches a variety of methods for generating figurative images in preparation for industry requirements for animation and illustration. The figure will be considered using a Renaissance approach to physical anatomy that requires students to practice acute observation skills in action analysis. The figure is studied at rest and in motion as required for the production of traditional and digital animation applications. Students are expected to be motivated in the studio disciplines of drawing, visual perceptions, hand/eye coordination and to have strong conceptual skills. The semester includes instructor demonstration and one-on-one critiques of student work. The course will utilize a nude model and will include long and short poses. Students will be tested on all material presented in class and will have homework assignments due the following week.

Course Learning Outcomes (CLO)

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

1) Draw the human figure accurately from observation and imagination as applicable to the screen arts and the constraints of realistic motion, while working with long or short poses.

2) Work with a solid methodology and process when drawing from life or imagination, and be able to intelligently use a live human model as a reference source for aesthetic decisions rather than a direct observable solution.

3) Self-evaluate their work, and their strengths and weaknesses as they relate to studying the visual arts.

Required Texts/Readings

Figure Drawing Boot Camp, First Edition, Sheldon Borenstein
IT Book, Sheldon Borenstein

Other technology requirements / equipment / material

Students are required to bring materials needed to continue with their ongoing project/drawing session (these materials will be discussed in class). It is always the student's responsibility to be prepared for class even if absent from the previous class.

Course Requirements and Assignments

“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 practice. Other course structures will have equivalent workload expectations as described in the syllabus.”

Final Examination or Evaluation

“Faculty members are required to have a culminating activity for their courses, which can include a final examination, a final research paper or project, a final creative work or performance, a final portfolio of work, or other appropriate assignment.”

Final evaluation for this course will be given by turning in a final portfolio showcasing a variety of the student’s work produced over the course of the semester. Students will be graded on the application of the principles of figure drawing, anatomy, and technique learned during the semester alongside their effort and overall participation.

Grading Information

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

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.

Determination of Grades

- **Effort, participation: 20%**
- **Workbooks and Homework: 30%**
- **Midterm Portfolio: 25%**
- **Final Portfolio: 25%**

A grades indicate excellent work.

B grades indicate above average work.

C grades indicate average work.

D grades indicate below average work.

F grades are failing.

A plus = 100% to 97%

A = 96% to 93%

A minus = 92% to 90%

B plus = 89% to 87%

B = 86% to 83%

B minus = 82% to 80%

C plus = 79% to 77%

C = 76% to 73%

C minus = 72% to 70%

D plus = 69% to 67%

D = 66% to 63%

D minus = 62% to 60%

F = 59% to 0%

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, and students must refrain from eating aromatic foods. At the end of each class, students are expected to leave the classroom clean and arranged in the proper configuration.

- 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.
- [University Policy S12-7](#), requires students to obtain instructor's permission to record the course and the following items to be included in the syllabus:
 - Common courtesy and professional behavior dictate that you notify someone when you are recording him/her. You must obtain the instructor's permission to make audio or video recordings in this class. Such permission allows the recordings to be used for your private, study purposes only. The recordings are the intellectual property of the instructor; you have not been given any rights to reproduce or distribute the material.
 - Permission must be obtained verbally and must be granted every single class session before the lecture starts.
 - Course material developed by the instructor is the intellectual property of the instructor and cannot be shared publicly without his/her approval. You may not publicly share or upload instructor generated material for this course such as exam questions, lecture notes, or homework solutions without instructor consent.

Animation/Illustration Program Policies

- Students must arrive to class on time with materials ready to work.
- Cell phones must be silenced.
- Private conversations during lectures and class discussions are not permitted.
- No checking email or using laptops for activities unrelated to the class.
- No playing personal audio through speakers, use headphones only.
- Do not prop open any doors.
- Do not leave valuable items unattended.
- Do not leave the classroom without cleaning your area.
- Be courteous to others, keep private conversations quiet.
- Aromatic foods are not allowed in any of the classrooms or labs.
- Please be attentive to your personal hygiene.

Computer Labs: Violation of rules will result in loss of lab access for the whole semester

- No food or beverages by the workstations.
- Do not change the connections on the equipment.
- Do not move any equipment in the lab.
- No traditional painting.

University Policies

Per University Policy S16-9 (<http://www.sjsu.edu/senate/docs/S16-9.pdf>), relevant information to all courses, such as academic integrity, accommodations, dropping and adding, consent for recording of class, etc. is available on Office of Graduate and Undergraduate Programs' Syllabus Information web page at <http://www.sjsu.edu/gup/syllabusinfo/>

ANI 055, Beginning Drawing for Animation/Illustration, Semester, Course Schedule

Schedule is subject to change with fair notice. Changes will be made available via class website or mass email announcement on the class group.

Course Schedule and Assignments

Week	Date	Topics, Readings, Assignments, Deadlines
1	1/25/19	Class 1: Figure Drawing Fundamentals Intro to Drawing: 1. Weight 2. Balance 3. Gesture
2	2/1/19	Class 2: Gesture (continued) 1. Proportions of figure 2. Rhythms of the figure 3. Construction using shapes
3	2/8/19	Class 3: Introduction to the Head -Structure and Proportions -Rhythm Chart and Plane Chart (demo and application)
4	2/15/19	Class 4: The Head (continued) -Introduction to the facial features in depth (eyes, nose, mouth, ears)
5	2/22/19	Class 5: The Head – A Review -Focus on bringing the facial charts (rhythm and planes) together -Long portrait demo
6	3/1/19	Class 6: The Torso - Front -Frontal part of the Torso (gesture, rhythm, proportion)
7	3/8/19	Class 7: The Torso - Back -Back part of the Torso (gesture, rhythm, proportion)
8	3/15/19	Class 8: Appendicular Anatomy – The Arm -Arm (gesture, rhythm, proportion)
9	3/22/19	Class 9: Appendicular Anatomy – The Leg -Leg (gesture, rhythm, proportion)
10	3/29/19	Class 10: Extremities – Hands and Feet -Hands and Feet (gesture, rhythm, proportion)
11	4/12/19	Class 11: Drawing on Location -In class demo and sketching on campus
12	4/19/19	Class 12: Tone -Application of tone to figure drawing through demos
13	4/26/19	Class 13: Design -The importance of design elements in figure drawing
14	5/3/19	Class 15: Class Review and Long Demo with Applied Technique

		-Long figure drawing demo utilizing specific painting techniques
Final Exam	5/10/19	End of the semester lecture and viewing of portfolios

Homework and Assignments

Week	Due date	Homework description
2	2/1/19	Add onto classroom group
3	2/8/19	Folder 1 Anatomy/Draperly Process Boot Camp pg. 61-81/6-27
4	2/15/19	Folder 2 Anatomy Process Boot Camp pg. 129-135/28-47
5	2/22/19	Folder 3 Anatomy Process Boot Camp pg. 136-143
6	3/1/19	Folder 4 Draperly Process Boot Camp pg. 144-148
7	3/8/19	Folder 5 Anatomy Process Boot Camp pg. 89-92/109-111
8	3/15/19	MID TERM PORTFOLIO DUE
9	3/22/19	Folder 6 Anatomy Process Boot Camp pg. 93-94/112/113-119
10	3/29/19	Folder 7 Anatomy Process Boot Camp pg. 104-107
11	4/12/19	NO HOMEWORK
12	4/19/19	Folder 8 Anatomy Process Boot Camp pg. 95-102
13	4/26/19	Folder 9 Anatomy Process Boot Camp pg. 103/108
14	5/3/19	Folder 11 Anatomy Process Boot Camp pg. 154-160
15	5/10/19	FINAL PORFOLIO DUE