

San José State University
Animation/Illustration – Department of Design
ANI 114 Animation Spring 2019

Course and Contact Information

Instructor:	Jeff Jackson
Office Location:	ART219
Telephone:	TBA
Email:	sonjebasa@gmail.com
Office Hours:	T/Th 11:00-11:30am
Class Days/Time:	T/Th 3:00-5:50pm
Classroom:	ART243
Prerequisites:	ANI 113A, Passage of Mid-Program Review; 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

Fundamentals of animation involving the completion of a series of basic exercises in motion, action analysis and kinetics.

Course Goals

- Develop understanding of and sensitivity to the principles of animation
- Introduce the rigorous work schedule that the industry will demand.
- Encourage peer communication and criticism.
- Familiarize the student with the industry, the art form and its history.
- Encourage the student to explore and pursue art outside the scope of the class.

Course Learning Outcomes (CLO)

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

- Identify the principles/elements of animation; Squash & Stretch, Anticipation, Staging, Follow Through & Overlapping Action, Secondary Action, Exaggeration, Solid Drawing, Appeal, Slowing In & Out, Arcs, Paths of Action, Volumes, Twinning, Strobing, and Silhouetting
- Incorporate the principles of animation into their animation and visual development projects
- Begin to convey convincing weight, timing, emotion, and attitude in their performances
- Put the process of key pose, straight ahead, and inbetween animation into application

Required Texts/Readings (Required)

Textbook

The Animator's Survival Kit, Richard Williams, ISBN: 0-571-20228-4

Disney Animation: The Illusion of Life, Frank Thomas and Ollie Johnson ISBN 0-7868-6070-7

Other Readings

Drawn to Life: 20 Golden Years of Disney Master Classes: Volume 1&2 by Walt Stanchfield

Character Animation Crash Course! Eric Goldberg ISBN - 1879505975

Layout and Design, Brian Lemay

Advanced Layout and Design, Brian Lemay

How to Draw Cartoon Animation, Preston Blair

The Nobel Approach; Maurice Nobel and the Zen of Animation Design, Tod Polson

The Animator's Workbook, Tony White

Edward Moyerbridge Complete Human and Animal Locomotion, Vol I, II, III

Timing For Animation, Harold Whitaker and John Halas

That's All Folks, The Art of Warner Bros., Steve Schneider

50 Greatest Cartoons, Jerry Beck

Atlas of Human Anatomy for the Artist, Steven Rogers Peck

Sketching on Location, Glenn Vilppu

Vilppu Drawing Manual, Glen Vilppu, ISBN 1-892053-03-9 <http://vilppu.com>

Acting for Animators, Ed Hooks, ISBN 0-325-00580-x

Other technology requirements / equipment / material

Laptop with access to internet with regards to posting of work, Canvas and Drive access, emailing and reference searching.

Animation Software:

Toonboom Harmony: <https://store.toonboom.com/students>

-or-

Adobe Animate: <https://www.adobe.com/products/animate.html>

Material:

Animation paper (available at SJSU copy center)

Various drawing supplies

Light box

Course Requirements and Assignments

Grades and class status can be checked at any time during the semester by making an appointment during office hours.

A series of animation assignments, in-class exercises, in-progress grade checks, and weekly drawings will be assigned throughout the semester. A "B" grade will be awarded to submissions successfully exhibiting the assigned animation principles or criteria for the given project.

All animation assignments and weekly drawings must be posted to the class server **one hour before class** for grading. In-class assignments and in-progress grades will be submitted during class. All animation work must include .mp4 or Quicktime files and be exported as .mov files. Students are responsible for previewing the animation file before posting to the server to ensure it plays correctly.

In addition, students are required to keep a class notebook, which is separate from an ongoing sketchbook. You are also required to keep a 3 ring binder with 8 1/2 x 11 inch paper as your note taking format. These binders will be collected at the end of the semester and count as a full submission grade. Class notes must be kept in three-ring binders with separate dividers for the following sections:

- In class notes
- Notes on assigned reading
- Guest presentations

Each set of notes must contain:

- The date
- Name of the guest (if applicable)
- Name of the book for reading 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 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.

THIS CLASS IS EXTREMELY TIME CONSUMING AND NOT FOR THE FAINT OF HEART.

FAILURE TO FOLLOW DIRECTIONS WILL RESULT IN NO CREDIT

Folders

Formatted "LastName_FirstName" ex: "Smith_John"

Animation Tests

Formatted "Last name_First name_Test Name" ex. Smith_John_Brick Drop

Quicktime .mov file, H264 compression

When required, reference (Quicktime, H264 compression) & planning must be posted

Film Assignments

Formatted "Last name_First name_Assignment Name" ex: Smith_John_Animatic

Drawing Submissions

Formatted "Last name_First name_Subject Name" ex: Smith_John_Eye Studies

Must meet minimum number of studies

Must be 8.5" x 11" scans, 72 dpi, .jpg files

Must be clear scans and professionally presented

Final Examination or Evaluation

Final Exam will consist of a final project to be screened on the last day of class. Attendance is mandatory and arrangements must be made with instructor prior to final exam/screening date if student will miss the final.

The scheduled final for ANI114 Spring 2019 is:

Tuesday, May 21	1445-1700
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Grading Information

Grades will be assigned according to University policy from A through F as outlined in the SJSU catalog. All work must be finished and turned in by deadlines. In keeping with established professional standards any work missing the deadline will receive a failing grade. Students wishing to receive an A grade must turn in all assignments on time and complete excellent work. Students wishing to receive a B grade must turn in all assignments on time and complete above average work. Students wishing to receive a C grade must turn in all assignments on time and have average work, etc. This instructor does not offer extra credit in this class.

LATE WORK WILL NOT BE ACCEPTED

Arrangements must be made well in advance with the instructor for deadline extensions or none shall be granted. In most instances, the student will still have to turn in the work on time. All emergencies will be dealt with on an individual basis. Students with an unforeseen emergency must be prepared to furnish the appropriate paperwork justifying the absence from the class.

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

The class will meet at promptly at 3PM in Art 218. Every class will require the students to bring materials for working and/or will be required to present their progress for review by post assigned work to the Drive. The instructor will discuss this in class. Students are required to keep a class notebook that is separate from an ongoing sketchbook as mentioned above.

A series of animation exercises will be assigned. These exercises are the learning foundation of all animation. At the end of the semester, students are expected to demonstrate a complete understanding and execution of these fundamentals before enrolling in Art 115.

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/>

ANI114/Animation, Spring 2019, Course Schedule

(Schedule is subject to change with fair notice and changes will be discussed in class and updated in Canvas.)

Course Schedule

Week	Date	Topics, Readings, Assignments, Deadlines
1	1/22	Greensheet review, download Software, class expectations Install Software and make sure it works Assignment: choose three animals (pets or otherwise) get 5 pieces of video reference for each. 10 gestures of each animal. Read WS Ch 7 Principles of Animation
1	1/24	In Class Assignment Principles Review
2	1/29	DUE: Animal reference and 30 gestures Choose your animal in class Assign 30 animal gestures (walking) with construction and find anatomy reference Assign person to study QUIZ: Following Directions DUE: Reading: WS Ch 7 Principles of Animation
2	1/31	In Class Assignment 1 Assign Animation Test 1 DUE: Reading: IOL 47-69 Principles of Animation
3	2/5	DUE: weekly drawings 30 animal gestures (walking) Assign: 30 animal gestures from life(sitting/laying down) DUE: Reading: WS Ch 1 Go for the Truth
3	2/7	In Class Assignment 2 DUE: Reading: ASK 78-79 Ones vs. Twos DUE: Reading: ASK 41-45 Lesson One DUE: Reading: ASK 11-34 Drawing in time & Time to Draw
4	2/12	Last Day To Add DUE: 30 animal gestures (sitting/laying down) Assign: 30 construction anatomy animal drawings from life DUE: Reading: Ch 2 The Animator's Sketchbook
4	2/14	In Class Assignment 3 DUE: Animation Test 1 Assign Animation Test 2 DUE: Reading: ASK 46-57 Chart & Inbetween DUE: Reading: ASK 61-68 Three ways to animate FIGURE DRAWING BEGINS M/T/TH 6-9pm
5	2/19	In Class Assignment 4. DUE: Reading: ASK Flexibility 217- 245
5	2/21	DUE: 25 Figures and animal turnaround and poses Assign: 25 figures (extended or stretched) ANIMAL Model Pack Due 10/5 DUE: Reading: WS Ch 4 The First Impression
6	2/26	In Class Assignment 5 DUE: Reading: ASK Flexibility 217- 245
6	2/28	Due: Animation Test 2 Introduce Animation Test 3 - "What You Receive" DUE: weekly drawings 25 Figures, Animal Model Pack Assign: 25 figures / 25 gestures DUE: Reading: WS Ch 4 The First Impression
7	3/5	In Class Assignment 6 DUE: Reading: ASK 212-216 Jumps, 273-284 Anticipation
7	3/7	DUE: weekly drawings 25 Figures/ 25 gestures Assign: 25 figures / 25 gestures (leaning against wall looking bored) Pose (big chapter) DUE: Reading: WS Ch 5 Elements of the
8	3/12	In Class Assignment 7 Reading: ASK 102 -117 Walks

8	3/14	DUE: 25 figures / 25 gestures excited) Introduce Final Project Elevator Pitches/Proposal DUE: Reading: WS Ch 6 Pushing the Gesture 25 figures / 25 gestures (sitting; tired and Assign: 25 figures / 25 gestures (waiting)
9	3/19	DUE: Elevator pitch, thumbnails email to instructor by 10:00pm tonight
9	3/21	Due: Final character model sheet, layouts ruffs and storyboards Work in class on final
10	3/26	DUE: Reference cut to time/Animatic Assign Weekly Drawings: 50 figures
10	3/28	Due: Keys and timing/Backgrounds Work in class on final
11	4/2	SPRING BREAK
11	4/4	SPRING BREAK
12	4/9	Due: First pass animation
12	4/11	Work In Class
13	4/16	Due: Second pass animation
13	4/18	Work In Class
14	4/23	Due: Third pass polish
14	4/25	Work In Class
15	4/30	Work In Class
15	5/2	Last Day Of Instruction
16	-	
Final Exam	5/21/19	ART 218 2:45-5:00p