

San José State University
Animation/Illustration – Department of Design
ANI 115, Intermediate Animation, Section 02, Spring 2019

Course and Contact Information

Instructor:	Angela Wu
Office Location:	Art 219
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Office Hours:	M/W 11-11:30am by email appointment only
Class Days/Time:	M/W 3:00-5:50pm
Classroom:	Art 218
Prerequisites:	ANI 114; Allowed declared Animation majors only.

Course Format

Important Web Pages and Class Messaging

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

Course Description

Demonstrate understanding of animation principles through the completion of a series of advanced exercises.

Course Goals

- Develop further understanding of and sensitivity to the principles of animation introduced in ANI 114
- Develop understanding of film making process
- Reinforce 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:

- Demonstrate the principles/elements of cinematography; Wide shots, medium shots, close up shots, 180 rule, eye trace, visual continuity, significance of camera placement, visual clarity
- Exhibit an understanding of story design and structure
- Incorporate the steps of the production process into the completion of an animated short film; Concept, storyboard, animatic, character design, model sheets, character/background layouts, rough animation, in-between, tie-down, video and audio editing

Required Texts/Readings

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

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

Vilppu Drawing Manual, Glen Vilppu, ISBN 1-892053-03-9

Sketching on Location, Glenn Vilppu

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

Other technology requirements / equipment / material

Laptop

Digital Drawing Tablet and Stylus

Toon Boom Harmony

Adobe Flash, Premiere, and AfterEffects

SJSU students have access to Adobe software for free and can find download information here:

<http://www.sjsu.edu/ecampus/teaching-tools/adobe/index.html>

Animation Links

<http://www.cartoonbrew.com>

<http://www.awn.com>

www.animationmagazine.net

Animation Supplies

<http://www.cartooncolor.com>

www.cartoonsupplies.com

<http://www.lightfootltd.com>

Spartan Book Store (animation peg bars)

AS Print Shop (Animation Paper)

Course Requirements and Assignments

Students will generally have deadlines due every class meeting. These include pre-production assignments in preparation for the 30-second film due at the end of the semester, as well as animation progress.

Students are also required to complete additional drawing or animation projects other than the animation projects. These assignments may be, but are not limited to, figure drawing, animal drawing, and sketching on location.

“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

Your final exam will be the submission of your completed animated short.

Grading Information

A series of pre-production assignments, animation deadlines, and drawing assignments will be assigned throughout the semester.

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

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 according to ascribed deadlines. In keeping with established professional standards any work missing the deadline or not following directions 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.

Determination of Grades

Failure to follow submission specifications will result in no credit

- All class submissions must be formatted “Last name_First name_Submission Name” ex. Smith_John_Layouts
- Video submissions must be H264 compression
- Drawing Submissions must meet the minimum number of studies and be clear scans/photos in the correct orientation

Failure to complete your film will result in a failing grade

- All animation must be fully in-betweened on twos
- All scenes must have background layouts
- All films must have title and end credits
- All films must have sound

Deadlines and participation

In order to receive credit for deadlines, students must submit assignments by the time specified and follow all submission guidelines. In order to receive credit for participation, students must arrive to class on time at the beginning of class and after breaks, and be prepared to work in class.

Deadlines

- 1 missed, late, or incorrectly submitted deadline – minus 1%
- 2 – minus 2%
- 3 – minus 3%
- 4 – minus 4%
- 5 – minus 5%
- Etc. up to a maximum of minus 10%

Students will be granted three opportunities to arrive late, to account for traffic, weather, and unforeseen circumstances. After which they will be docked as follows:

Participation

- 4 infractions – minus 1%
- 5 infractions – minus 2 %
- 6 infractions – minus 3%
- 7 infractions – minus 4%
- 8 infractions – minus 5%
- Etc. up to a maximum of minus 10%

COURSE GRADE

The final grade will be based on:

- 30% - Midterm: Animatic, Model Sheets, Layouts, Shot Management Sheet, and Production Schedule
- 50% - Final Film
- 10% - Deadlines
- 10% - Class Participation

Portfolio Assignment

A portfolio (17' x 11" submitted as a PDF) will be required at the end of the semester and will count as a project grade. The portfolio must contain:

- a resume
- minimum of 3 pages of life drawings
- minimum of 1 pages of animal drawings
- minimum of 3 pages of sketchbook drawings
- minimum of 3 pages of preproduction work completed in Art 115
(thumbnails, model sheets, layouts, storyboards, character designs)
- minimum of 2 pages of other work (illustration, visual development, independent work)

Extra Credit

Attending program events will increase your final grade. A photo must be posted in the appropriate folder for proof. Eligible events include: 14F, studio/guest presentations, Entertainment Design Speaker Series events, and any others specified by your instructor. Students attending five or more events will earn an extra final grade percentage:

1 to 4 events = no extra credit
5 events = 5% extra credit
6 events = 6% extra credit
7 events = 7% extra credit
Etc. up to a maximum of 10% extra credit

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

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.
- Use of the projector/sound system are prohibited outside of class

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 (Required)

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/>

Sample Schedule – Subject to Change

MON		WED	
1/28	First day of class Project Overview Story HW: Story loglines and step outline Reading: Save the Cat Excerpt	1/30	STORY IDEAS DUE: Pitch story ideas/step outlines Part 1 Story pitches in class HW: Story loglines and step outline revisions
2/4	STORY IDEAS CONTINUED/SHOT CONCEPTS DUE: story step outlines final HW: Film beatboards Reading: ASK 84-101 Spacing, Classic mistakes, arcs, elongated inbetween, ruff approach	2/6	SHOTS AND SHOT CONCEPTS/ ANIMATICS DUE: Film Beatboards HW: First pass animatics HW: Reading: Bare Bones Camera Course HW: 25 studies (eyes), 25 figures
2/11	ANIMATICS DUE: First pass animatics HW: Second Pass Animatics	2/13	ANIMATION DUE: 25 studies (EYES), 25 figures IN CLASS: Toon Boom Intro and Exercise HW: 25 studies (HANDS), 25 figures
2/18	ANIMATICS DUE: Second Pass Animatics HW: Final Animatics Animatic review	2/20	ANIMATION DUE: 25 studies (HANDS), 25 figures IN CLASS: Character Jumps HW: 25 studies (HEADS), 25 figures
2/25	ANIMATICS DUE: Second Pass Animatics HW: Final Animatics Animatic review	2/27	ANIMATION DUE: 25 studies (HEADS), 25 figures IN CLASS: Toon Boom Camera Animation HW: 25 studies (BODY SILHOUETTES/PROPORTIONS), 25 figures Screen: ASK DVDs on takes
3/4	CHARACTER DESIGN DUE: Final Animatics HW: Rough character designs	3/6	ANIMATION / CHARACTER DESIGN DUE: 25 studies (BODY SILHOUETTES), 25 figures DUE: Rough character designs IN CLASS: Animation HW: 25 studies (SETTINGS), 25 figures HW: 1st pass model sheets: turnarounds, poses, expressions, comparative size chart Reading: ASK 320-321 Change of expression, 321-322 Look for the contrast
3/11	LAYOUTS /FILM PROD/MODEL SHEETS DUE: 1st pass Drawings for Model Sheets HW: Revise model sheets First pass layouts w/character in scene Outline production schedule & expectations Discuss Film shot progress & production schedule (posted on Canvas)	3/13	LAYOUTS/MODEL SHEETS CONTINUED DUE: 25 studies (SETTINGS), 25 figures IN CLASS: Animation HW: Layouts continued

3/18	LAYOUTS/MODEL SHEETS CONTINUED DUE: Revised Model Sheets (turnarounds, poses, expressions, comparative size chart) DUE: Production schedule HW: revise layouts with character in scene	3/20	LAYOUT CONTNUED DUE: Layouts with character in scene
3/25	LAYOUTS CONTINUED DUE: layouts with character in scene HW: Finalize Midterms	3/27	MIDTERMS DUE: Final animatics, model sheets, layouts. Film shot breakdown, & production schedule Begin animating in class
4/1	Spring Recess	4/3	Spring Recess
4/8	FINAL FILM ANIMATION Animate in class Start: Keys & BDs 1st 25% HW: Keys & BDs 1st 25%	4/10	FINAL FILM ANIMATION DUE: Keys & BDs 1st 25% HW: Revise Keys & BDs and Finish 1st 25% HW: weekly drawings 25 Figures, 25 Studies (Walking/Animal or Human)
4/15	FINAL FILM ANIMATION DUE: Finished 1st 25% HW: Keys & BDs 2nd 25%	4/17	FINAL FILM DUE: Keys & BDs 2nd 25% DUE: weekly drawings 25 Figures, 25 Studies (Walking/Animal or Human) HW: Revise Keys & BDs and Finish 2nd 25% HW: weekly drawings 25 Figures, 25 Studies (Running/Animal or Human)
4/22	DUE: Finished 2nd 25% HW: Keys & BDs 3rd 25%	4/24	DUE: Keys and BDs 3rd 25% DUE: weekly drawings 25 Figures, 25 Studies (Running/Animal or Human) HW: Revise Keys & BDs and Finish 3rd 25% HW: weekly drawings 25 Figures, 25 Studies (Fighting/Animal or Human)
4/29	DUE: Finished 3rd 25% HW: Keys & BDs 4th 25%	5/1	DUE: Keys & BDs 4th 25% DUE: weekly drawings 25 Figures, 25 Studies (Fighting/Animal or Human) HW: Revise Keys & BDs and Finish 4th 25% HW: weekly drawings 25 Figures, 25 Studies (Your Choice of Action/Animal or Human)
5/5	DUE: 4th 25% animation finished HW: Revisions	5/8	DUE: Revisions DUE: weekly drawings 25 Figures, 25 Studies (Your Choice of Action/Animal or Human) HW: Revisions
5/13	Last Day of Classes Work in class, revisions, final crits		
Final Exam	Monday May 20 12:15-2:30PM		