

San José State University
Animation/Illustration – Department of Design
ANI 128b Digital Animation II - Spring 2019

Course and Contact Information

Instructor:	Raquel Coelho
Office Location:	ART 223
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Email:	Raquel.Coelho@sjsu.edu
Office Hours:	Mon Thur 10:50 am to 11:50 am
Class Days/Time:	Tues Thurs 8am to 10:50am
Classroom:	ART 224 (Mac Lab)
Prerequisites:	Passage of mid program Portfolio review and ANI 128a

Course Format

Important Web Pages and Class Messaging

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

Assignments, announcements, files and grades will be posted on **Canvas**

Assignments should be uploaded weekly on SyncSketch.com

We have a **class site** that should be consulted weekly for assignments and content.

Please bookmark it! On your browser!

<https://ani128b.wordpress.com/>

Course Description

In this class we will apply the traditional principles of animation to assignments for intermediate level focusing on character animation. We will also work on improving the workflow of creating a shot, with emphasis on achieving a strong blocking more efficiently. Techniques for polishing the animation will also be addressed. In addition to body mechanics scenes, students will collect and study scenes from feature film animation, and will work on short studies focusing on specific problem areas of character animation.; Prerequisite: ANI 161; Activity, 6hours per week, 3 units.

Course Learning Outcomes

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

- Understand well the Maya workflow, and how to take a shot from design to final phase

- Block a shot more quickly and efficiently and polish a shot using the principles of traditional animation
- Animate broad action with solid body mechanics, appropriate for an intermediate level
- Know how to apply the traditional principles of animation in order to produce believable movement
- Use strong storytelling and character development in their animated scenes
- Create believable characters that appear to have thoughts and emotions of their own

Textbook

Required text/readings:

The Animator's Survival kit

By Richard Williams

Published by Faber and Faber

ISBN 0-571-20228-4

ISBN 0-571-21268-9

Suggested books:

Please check the recommended “Books” section of the class site for more Book recommendations!*

<https://ani128b.wordpress.com/category/resources/books/>

Acting and Performance for Animation

by Derek Hayes and Chris Webster

ISBN-13: 978-0240812397

ISBN-10: 0240812395

Impro: Improvisation and the Theater

By Keith Johnstone

Published by Routledge

ISBN-10: 0878301178

ISBN-13: 978-0878301171

Impro for Storytellers

by Keith Johnstone

Published by Routledge

ISBN-10: 0878301054

Other technology requirements / equipment / material

- A USB flash drive or external drive for storing DATA; (a minimum of 8 GB recommended)
- Sketch book and pencils for drawing.
- 3 to 5 Sheets of transparencies and dry eraser (3 different colors)
- Maya is available in all computers in the animation lab on campus. For this class, we are going to be mostly using

Maya 2015. Please remember that as a student you can get Maya free of charge, if you go to the autodesk site. If you have an older version of Maya in your computer, please upload the latest one from the autodesk site.

-You will be required to shoot video reference for some of the assignments. Please be prepared to do so, your smart phone will be fine, just make sure there's enough storage space to record video.

- You will need the ability to perform a simple film editing on your shots. I recommend that you buy a copy of Quicktime Pro and use it to edit your work (for PCs or Macs, the price is \$29.99). Quicktime pro is also available

(free) in all computers of our lab. To purchase your copy, go to <http://www.apple.com/quicktime/pro/>

Characters:

Listed bellow are the characters allowed in this class. There are payed and free options.

Please make sure to always read all the documentation of the character you are downloading, watch the videos etc. Some of the characters are very complex, and have many options for Ik/FK, orientation of head, neck and wrists, etc etc. Expect to spend at least 6 hours getting to know your character and understand all the options of the rig.

You can use the following rigs in this class (please check the rules and abide to the terms of use):

- Malcolm:

<http://www.animschool.com/DownloadOffer.aspx>

- Bonny:

<http://www.joshobelanimator.com/#!bonnie-rig/c1k6j>

- Mery

<http://www.cgmeetup.net/home/mery-rig-free-maya-character-rig-female-character-rig/>

- Jin and Joe:

<http://ononeanimation.com/download.html>

- Kayla:

<http://www.joshobelrigs.com/kayla>

- Ray:

<http://www.cgtarian.com/character-ray/download-character-ray.html>

- Rocket Girl

<https://gumroad.com/l/OpISx>

- *David and Dana rigs*

https://gumroad.com/gabrielsalas?recommended_by=search

- *Ronan Rig*

<https://www.joshobelrigs.com/ronan>

- *Spider Gwen rig (Not tested!)*

https://gumroad.com/afaulknerarts?recommended_by=search **Rigs and Props**

Please use our assets library for your prop needs.

<https://drive.google.com/drive/folders/0B1jqsmBGqOSQUXJJUGd1dEQyR1k?usp=sharing>

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

Assignments will consist of weekly "shot pick apart" assignments, poses and short studies. In addition, each student will work on group or individual scenes (3 for the entire semester). All poses, short studies and scenes will be assemble as a class reel movie file at the end of the semester for grades.

Final Examination or Evaluation

Finals for this course will consist of a class reel with a compilation of all homework and assignments completed during the semester. Each students will compile their own individual class reel and present it in the Finals examination day for this class (May 15th at 8:30am)

Grading Information

- Project 1 = 20 points
- Project 2 = 20 points
- Project 3 = 20 points
- Final Individual class reel: 30 points
- Participation: 10 points
- Total = 100 points

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.

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 128b Digital Animation II

Spring 2019

Course Schedule

Week	Date	Topics, Readings, Assignments, Deadlines
1	1/24/19 Thurs	First day of Instruction.
2	01/29/19 Tues	Assignments-01: https://ani128b.wordpress.com/category/assignments/01/ Work on the “Short Pick Apart” first; Then work on the “Quick Study” and explore your new character's rig. Then, use the “Pose” to practice how to animate using the new rig. Together with your group, work on the “Scene” portion of Assignment 01
2	01/31/19 Thurs	Assignments-01: https://ani128b.wordpress.com/category/assignments/01/ 'Sketchbook' is due today. Solidify your concept, character bio and the storyboard of your group project..
3	02/05/19 Tues	Assignments-02: https://ani128b.wordpress.com/category/assignments/02/ Scene Work, shot pick apart, and sketchbook are due today.
3	02/07/19 Thurs	Assignments-02: https://ani128b.wordpress.com/category/assignments/02/ Quick study and pose are due today.
4	02/12/19 Tues	Assignments-03: https://ani128b.wordpress.com/category/assignments/03/ Scene Work, shot pick apart, and sketchbook are due today.
4	02/14/19 Thurs	Assignments-03: https://ani128b.wordpress.com/category/assignments/03/ Pose and quick study are due today.
5	02/19/19 Tues	Assignments-04: https://ani128b.wordpress.com/category/assignments/04/ Scene Work, shot pick apart, and sketchbook are due today.
5	02/21/19 Thurs	Assignments-04: https://ani128b.wordpress.com/category/assignments/04/ Pose and quick study are due today.
6	02/26/19 Tues	Assignments-05: https://ani128b.wordpress.com/category/assignments/05/ Scene Work, shot pick apart, and sketchbook are due today.
6	02/28/19 Thurs	Assignments-05: https://ani128b.wordpress.com/category/assignments/05/ Pose and quick study are due today.
7	03/05/19 Tues	Assignments-06: Project 01 DUE

Week	Date	Topics, Readings, Assignments, Deadlines
		We will kick off PROJECT 02 in class today; Sketchbook, scene and shot pick apart due https://ani128b.wordpress.com/category/assignments/06/
	03/07/19 Thurs	Assignments-06: Quick study and Pose are due today. https://ani128b.wordpress.com/category/assignments/06/
8	03/12/19 Tues	Assignments-07 Scene (planning), sketchbook and shot pickapart are due today https://ani128b.wordpress.com/category/assignments/07/
8	03/14/19 Thurs	Assignments-07: Pose, and quick study due today https://ani128b.wordpress.com/category/assignments/07/
9	03/19/19 Tues	Assignments-08: Scene (blocking), sketchbook and shot pickapart are due today https://ani128b.wordpress.com/category/assignments/08/
9	03/21/19 Thurs	Assignments-08: Pose, and quick study due today https://ani128b.wordpress.com/category/assignments/08/
10	03/26/19 Tues	Assignments-09: Scene (polishing), sketchbook and shot pickapart are due today https://ani128b.wordpress.com/category/assignments/09/
10	03/28/19 Thurs	Assignments-09: Pose, and quick study due today https://ani128b.wordpress.com/category/assignments/09/
11	04/05/19 Tues	SPRING BREAK – NO CLASS
11	04/07/19 Thurs	SPRING BREAK – NO CLASS
12	04/09/19 Tues	Assignments-10 Shot pick apart and Scene due https://ani128b.wordpress.com/category/assignments/10/ Project 02 DUE
12	04/11/19 Thurs	Assignments-10: Quick Study and Sketchbook assignments due https://ani128b.wordpress.com/category/assignments/10/ Project 03 starts: https://ani128b.wordpress.com/category/class-projects/game-cycles/
13	04/16/19 Tues	Assignments-11: Planning and Blocking 2 locomotion cycles due. Check options here: https://ani128b.wordpress.com/category/class-projects/game-cycles/
13	04/18/19 Thurs	Assignments-11: Polishing 2 locomotion cycles due
14	04/23/19 Tues	Assignments 12: Blocking 2 button press cycles due; check options here: https://ani128b.wordpress.com/category/class-projects/game-cycles/

Week	Date	Topics, Readings, Assignments, Deadlines
14	04/25/19 Thurs	Polishing of 2 button press cycles due
15	04/30/19 Tues	Keep polishing all cycles you created so far; start on death cycle, show your idea (show blocking if possible).
15	05/02/19 Thurs	Blocking death cycle due; Feel free to show first pass polishing as well. https://ani128b.wordpress.com/category/class-projects/game-cycles/
16	05/07/19 Tues	Prepare for finals. Show anything you need a critique on.
16	05/09/19 Thurs	LAST CLASS show cycles for critiques
Final Exam	05/15/19 Weds	FINALS