

**San José State University**  
**Animation/Illustration – Department of Design**  
**ANI 179\_01 Special Topics in Animation/Illustration**

SubTopic: Pre-Production for Entertainment Design  
Spring 2019

**Course and Contact Information**

<b>Instructor:</b>	Raquel Coelho
<b>Office Location:</b>	ART 223
<b>Telephone:</b>	Email only please
<b>Email:</b>	Raquel.Coelho@sjsu.edu
<b>Office Hours:</b>	Mon Thur 11am to 12pm
<b>Class Days/Time:</b>	Mon Weds 8am to 10:50am
<b>Classroom:</b>	ART 224 (Mac Lab)
<b>Prerequisites:</b>	Passage of mid program Portfolio review and ANI 128b

**Course Format**

**Important Web Pages and Class Messaging**

ANI Program Google group (mandatory for ANI students): [www.shmgoogle.com](http://www.shmgoogle.com)

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

Assignments should be uploaded weekly on [SyncSketch.com](http://SyncSketch.com)

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

<https://3ddialogue.wordpress.com/>

**Course Description**

This course will focus on understanding and practicing animation in dialogue shots for 3D characters, with special attention for body language, facial and hand expressions, thought process and acting.

## Course Goals

The goal of this course is to give students the ability to animate shots where we see a character speaking, and give the illusion of emotion and thought process.

## Course Learning Outcomes (CLO)

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

1. CLO#1: animate a shot with a character speaking and showing thought process and emotion
2. CLO#2: correctly use body language, facial and hand expressions in their scenes
3. CLO#3: have a better understanding of acting by analyzing live action films, and apply some of it in their own scenes.

## Required Texts/Readings

### Required book:

**1. The Artist's Complete Guide to Facial Expressions;** Author: Gary Faigin;

Publisher: Watson-Guption Publication

ISBN-10:0823004325

ISBN-13:978-0823004324

(available through [Link+](#))

### Suggested books:

**Emotions Revealed: Recognizing Faces and Feelings to Improve communication and Emotional Life;**

Author: Paul Ekman; Publisher: Hold Paperbacks. ISBN 0805083391

(available through [Link+](#))

**Facial Expressions – A visual Reference for Artists;**

Author: Mark Simon

Publisher: Watson-Guption Publication Harvard Business Review,

ISBN-10:0823016714

ISBN-13:978-0823016716

(available through [Link+](#))

**Acting for Animators: A Complete Guide To Performance Animation;** Author: Ed Hooks; Publisher: Heinemann  
Drama

ISBN-10: 0415580242 ; ISBN-13: 978-0415580243

(available at the Martin Luther King Library)

## **Other technology requirements / equipment / materials**

A sketch book, pencils or pens to take notes. A laptop with Adobe Suite installed will be required.

An external drive to backup your files (should be brought to everyclass)

Please install Filmic Pro in your cel phone (or other app that shoots video at 24fps)

Table mirrors (the type we have in the computer lab). We recommend Sax Free-Standing and Single-Sided Self-Portrait Mirror - 8 1/2 x 11 inches (aprox \$10)

## **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.”

## **Final Examination or Evaluation**

A final project will be required for this course. The final project will consist of a group project showing a character animation sequence designed, storyboarded, animated and lit by each group.

## **Grading Information**

Specific Assignments and instructions will be given in class. There will be weekly

assignments, readings and critique of student work. Some assignments may require group work.

Presence in class is essential since most projects will be collaborative and require presence in class for group meetings, reviews, critiques and discussions.

Projects: Students will complete a series of small assignments, and one major collaborative

project. Each will require the student to respond to a proposed narrative (text, story idea, or storyboards)

with a prescribed combination of visual research, supporting organizational assets (planning on paper, video reference)

and original artwork (storyboards, designs, animated scene) Guidelines, techniques, strategies and further details will be provided by instructor. The major collaborative project will serve as the course final.

## **Grade will be determined following this formula:**

**Project 1: 20 %**

**Project 2: 20 %**

**Project 3: 20 %**

**Final Class reel: 30 %**

## **Participation, effort, engagement with course materials: 10 %**

OBS: Student will only be granted an incomplete grade if they are going through exceptional situations that required them to miss a majority of classes, or important class milestones, for example experiencing a compelling family emergency and/or life crisis. If you receive an incomplete 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 FG.

### **Determination of Grades**

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/>

## **Assignment Policies**

### **PRESENTATION AND FORMAT**

All animation scenes should start, from blocking, with a set composition including a camera with aim, and should be presented in the correct aspect ratio (HD720). Please consider your composition carefully, and make sure the camera angle and staging is adequate to the scene you have in mind. **From day one I want to see playblast movies from the correct camera angle.** All Maya **final assignments** (including poses, quick studies and animations) should be rendered in the due date in HD 720 aspect ratio. They should include shadows and be well presented, with the character in high res (smooth skin) and with appropriated lighting.

**please note:** WIP passes do not need to be fully rendered (such as blocking and refining passes). But please always fully render your final passes.

### **PROJECTS, FILE ORGANIZATION AND NAMING CONVENTION**

Please use maya to create a project for each animation project you will be working on. Your files will be organized within the folders created by Maya. When working on the lab, just copy your project directory to the computer in the lab, open Maya and "set project" to your folder. Work on your scene, and copy the project back to you flash or external drive.

Keep your files organized and name them with your firstNameLastName. Use numbers to save different versions of your animation – this way you can go back to a previous version if one version gets corrupted, preventing you from losing work. The best way to do that is using the automatic "incremental save" in Maya.

## **BACK UP YOUR WORK**

Back up often. You should have always a copy of your projects in your flash or external drive, and in your own desktop or laptop computer. If you have some extra cash, you may want to invest on a dedicate external drive for backing up your scenes. It's never a bad idea to be on the safe side with your data! **YOU ARE SOLELY RESPONSIBLE FOR KEEPING COPIES OF ALL OF YOUR FILES FOR THIS CLASS** – please keep Maya scenes and movie files for all assignments.

## **DEADLINES**

Deadlines for all assignments will be strictly observed. Try your best to complete projects within the deadline. Assignments are planning with a specific deadline in mind for a reason. Please keep the deadlines in mind when organizing your homework schedule. This class requires a minimum or 10 hours a week dedicated to homework. Any less than that will hurt the quality of your work. You do need to put in the hours! In some weeks, expect to put MORE than 10 hours for completion of all homework.

**WORK COLLABORATIVELY** Animation is a very collaborative field. Even if you are a shy person, try to reach out for your classmates. Ask questions in class, connect with your classmates and ask them to give feedback on your work, or to help you when you are stuck. Help others when you see they need help. Doing this together will be more fun, and everybody will learn a lot more.

## **Course Schedule**

IMPORTANT NOTE: The schedule is subject to changes. All changes will be notified in class or via “announcements” on Canvas.

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**Course Schedule**

Week	Date	Topics, Readings, Assignments, Deadlines
1	01/28/19 Monday	First day of Instruction; TOPIC: Body Language
1	01/30/19 Weds	TOPIC: Body Language; Assignments Due Today: Complete the “Research and Learn”, the “Pose”, “Storytelling” and “Shot Pick Apart” assignments from 01: <a href="https://3ddialogue.wordpress.com/category/assignments/01/">https://3ddialogue.wordpress.com/category/assignments/01/</a>
2	02/04/19 Monday	TOPIC: Body Language; Assignments Due Today: Read page 3-5 of Class reader; Scene Assignment from 01: <a href="https://3ddialogue.wordpress.com/category/assignments/01/">https://3ddialogue.wordpress.com/category/assignments/01/</a> Please make sure to check resources at the bottom of the page.
2	02/06/19 Weds	TOPIC: Elements of the Face Assignments due today: Read text “The Naked Face”, pages 6-7 of Class reader; Read page 2 of Class reader; From the site, due the “Research” and “Draw” (Assignment 02): <a href="https://3ddialogue.wordpress.com/2019/01/04/309/">https://3ddialogue.wordpress.com/2019/01/04/309/</a> If needed, bring an alternative line of dialogue to class for teacher approval.
3	02/11/19 Mon	TOPIC: Elements of the face From the site, do the Scene Assignment of the website (Assignment 02): <a href="https://3ddialogue.wordpress.com/2019/01/04/309/">https://3ddialogue.wordpress.com/2019/01/04/309/</a>
3	02/13/19 Weds	TOPIC: Blocking Revision Assignments due today: revise your blocking, addressing notes, and making the acting and poses even stronger and more well built.
4	02/18/19 Mon	TOPIC: Eyeline Assignments due today: From the site, do the “Readings and research”, “Pose”, “Shot Pick Apart” and “Animation Quick Study” (Assignment 03) <a href="https://3ddialogue.wordpress.com/2019/01/04/03/">https://3ddialogue.wordpress.com/2019/01/04/03/</a>
4	02/20/19 Weds	TOPIC: Eyeline Assignments due today:

Week	Date	Topics, Readings, Assignments, Deadlines
		From the site, do the “Scene” assignment (Assignment 03) <a href="https://3ddialogue.wordpress.com/2019/01/04/03/">https://3ddialogue.wordpress.com/2019/01/04/03/</a>
5	02/25/19 Mon	TOPIC: Intro to lip sync Assignments due today: From the site, do the “Study and Research”, the “Video Reference” and the “Scene” assignments (Assignment 04) <a href="https://3ddialogue.wordpress.com/2019/01/05/04/">https://3ddialogue.wordpress.com/2019/01/05/04/</a>
5	02/27/19 Weds	TOPIC: Intro to lip sync Assignments due today: From the site, do the “Pose and Storytelling”, “Quick Study” and the “Shot Pick Apart” assignments (Assignment 04) <a href="https://3ddialogue.wordpress.com/2019/01/05/04/">https://3ddialogue.wordpress.com/2019/01/05/04/</a>
6	03/04/19 Mon	Your first dialogue assignment is DUE today for grades (20% of total points) Please upload a finished version to SyncSketch – rendered and properly lit, with set dressing or background painting. Make it look beautiful. This piece could potentially be in your Demo Reel.
6	03/06/19 Weds	TOPIC: New Project and Blinks! Assignments due today: From the site, do the “Shot Pick Apart”, the “Reading” and the “Quick Study” assignments (Assignment 05) <a href="https://3ddialogue.wordpress.com/category/assignments/05/">https://3ddialogue.wordpress.com/category/assignments/05/</a>
7	03/11/19 Mon	TOPIC: New Project and Blinks! Assignments due today: From the site, do the “Pose” and the “Scene” assignments <a href="https://3ddialogue.wordpress.com/category/assignments/05/">https://3ddialogue.wordpress.com/category/assignments/05/</a>
7	03/13/19 Weds	TOPIC: Eyebrows Assignments due today: From the site, do the “Research/Study”, “Quickstudy”, and the “Shot pick apart” assignments <a href="https://3ddialogue.wordpress.com/category/assignments/06/">https://3ddialogue.wordpress.com/category/assignments/06/</a>
8	03/18/19 Mon	TOPIC: Eyebrows Assignments due today: From the site, do the “Pose”, “Storytelling” and the “Scene” assignments <a href="https://3ddialogue.wordpress.com/category/assignments/06/">https://3ddialogue.wordpress.com/category/assignments/06/</a>
8	03/20/19 Weds	TOPIC: Lip Sync Part 02 Assignments due today: From the site, work on “Study”, “Shot Pick apart”, “Pose” and “Storytelling” of Assignment 07 <a href="https://3ddialogue.wordpress.com/category/assignments/07/">https://3ddialogue.wordpress.com/category/assignments/07/</a>
9	03/25/19 Mon	TOPIC: Lip Sync Part 02 Assignments due today: From the site, work on “Scene” of Assignment 07 <a href="https://3ddialogue.wordpress.com/category/assignments/07/">https://3ddialogue.wordpress.com/category/assignments/07/</a>



Week	Date	Topics, Readings, Assignments, Deadlines
9	03/27/19 Weds	Polish your scene, add lights, prepare to render and finalize it.
10	04/01/19	<b>SPRING BREAK RECESS</b>
10	04/03/19	<b>SPRING BREAK RECESS</b>
11	04/08/19 Mon	Marvel scene due. Kick-off of the sci-fi group sequence
11	04/10/19 Weds	TOPIC: 4 Pillars of a great dialogue scene Assignments due today: From the site, read about the 4 pillars, and work on “Pose,” “Storytelling,” and “Shot Pick Apart” of Assignment 08; Also work on “Look for dialogue lines” portion of the “Scene” <a href="https://3ddialogue.wordpress.com/category/assignments/08/">https://3ddialogue.wordpress.com/category/assignments/08/</a>
12	04/15/19 Mon	TOPIC: Hands Assignments due today: From the site work on “Study,” “Pose” and “Shot Pick Apart” of Assignment 09; Also work on the “Scene” assignment <a href="https://3ddialogue.wordpress.com/category/assignments/09/">https://3ddialogue.wordpress.com/category/assignments/09/</a>
12	04/17/19 Weds	TOPIC: Hands Assignments due today: From the site work on “Shot Pick Apart,” “Quick Study”, and “Storytelling” of Assignment 09; Start looking for props and set for your scene. <a href="https://3ddialogue.wordpress.com/category/assignments/09/">https://3ddialogue.wordpress.com/category/assignments/09/</a>
13	04/22/19 Mon	TOPIC: Micro Expressions Assignments due today: From the site work on “Study and Learn” of Assignment 10; Then, work on your Scene (blocking) <a href="https://3ddialogue.wordpress.com/category/assignments/10/">https://3ddialogue.wordpress.com/category/assignments/10/</a>
13	04/24/19 Weds	Assignments due today: Work on your group sequence. Start working on the pose assignments that are due next Monday.
14	04/29/19 Mon	TOPIC: Micro Expressions Assignments due today: From the site work on “Poses” of Assignment 10; Then, work on your Scene (polishing) <a href="https://3ddialogue.wordpress.com/category/assignments/10/">https://3ddialogue.wordpress.com/category/assignments/10/</a>
14	05/01/19 Weds	First pass polishing animation on your group sequence
15	05/06/19 Mon	Polishing + set dressing + initial lighting
15	05/08/19 Weds	Polishing + set dressing + developing lighting concept

<b>Week</b>	<b>Date</b>	<b>Topics, Readings, Assignments, Deadlines</b>
	05/13/19 Mon	<b>Last Day of Instruction</b> <b>Show your first pass lighting + polishing</b>
Final Exam	05/21/19	<b>8:30am to 9:15 - Finals</b>