

**San José State University**  
**Animation/Illustration – Department of Design**  
**ANI 179, Special Topics in Animation/Illustration, Section 02, Spring 2019**

**Course and Contact Information**

Instructor:	John Clapp
Office Location:	ART 219
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Office Hours:	M-TH, 11-11:30a, please email ahead for an appointment
Class Days/Time:	M/W, 8 a.m.-10:50am
Classroom:	ART 243
Prerequisites:	Passage of mid program Portfolio review, Allowed Declared Major: Animation

**Course Format**

**Important Web Pages and Class Messaging**

ANI Program Google group (mandatory for ANI students): [www.shmgoogle.com](http://www.shmgoogle.com)  
The class will also have a class and semester specific Google Group as discussed in class.

**Course Description (Required)**

Pre-production procedures and methodologies for projects in Entertainment Design including the pre-production pipeline, initial concept designs, character development, animation design, staging design, lighting design, sound design, publishing.

**Course Goals (Optional)**

To understand the role and importance of pre-production for a collaborative project. To prepare pre-production assets (concepts, designs, storyboards, rigs, props, etc.) for Entertainment Design projects using procedures and methodologies current in the professional field (games, AR/VR, animation, etc.). This class lays the groundwork for more in-depth undergraduate thesis projects that will be completed during capstone classes.

For more detailed information about classroom activities, please refer to the handouts distributed for each project. (Available on the class Google Group.)

**Course Learning Outcomes (CLO) (Required)**

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

1. Students will have a clear understanding of pre-production practices for projects in the area of Entertainment Design; being able to identify pre-production procedures and problems specific of each type of ED project.
2. Students will be able to work collaboratively designing pre-production solutions specific to an ED project, working with a chosen narrative and/or concept and developing all the necessary assets to turn it into a time-based visual narrative. Pre-Production elements will be organized in a “project book” which will include research, storyboards, visual style and initial designs, mood boards, color scripts, palette, schedules, etc.)
3. Students will be able to engage in collaborative problem-solving and critical thinking, will be able to review their peers work and offer constructive critiques, expressing ideas related to projects in a clear and direct manner and using adequate terminology.

## **Required Texts/Readings (Required)**

### **Textbook**

There is no required text for this course, however students are expected to consult various books, websites and blogs as needed to supplement their education.

### **Other Readings**

*How to Render*, Scott Robertson, ISBN 978-193349283-4

*How to Draw*, Scott Robertson

*Color and Light: A Guide for the Realist Painter*, by James Gurney

*Imaginative Realism: How to Paint What Doesn't Exist*, by James Gurney

*Figure Drawing for All it's Worth*, Andrew Loomis, <http://www.saveloomis.org>

*Framed Ink: Drawing and Composition for Visual Storytellers*, by Marcos Mateu-Mestre

### **Other technology requirements / equipment / material**

- A powerful laptop (should be able to easily handle large files in Photoshop, i.e.: large, high DPI files with many layers and large brushes.)
- Adobe Photoshop (free license available to SJSU students)
- A digital camera, preferably either a Digital SLR or access to one.
- Access to a high-quality, large format color printer. (11" x 17" recommended.)

## **Course Requirements and Assignments (Required)**

For more detailed information about classroom activities, please refer to the handouts distributed for each weekly assignment. (Available on the class Google Group.)

“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**

The final exam for this course will consist of a critique of a final project and the evaluation of a portfolio of classwork executed during the semester.

## **Grading Information (Required)**

Students will be held accountable for meeting all deadlines with acceptable work. Directions given in class and for assignments must be followed accurately or grades will be lowered accordingly. Late work will not be excepted 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) and criticism recorded, by another student. No extra credit projects will be accepted for this class.

Class participation will be assessed and includes active engagement in critiques, intelligent questioning, peer mentoring, and proactive learning behavior.

Obviously, the quality of the work, both conceptually and its final execution, is the primary component of the grade; but as mentioned above, the student's grade is also determined by their professional attitude, their conduct, their work ethic, and their ability to meet their deadlines and the educational challenges posed by the assignments. Above all, students are graded on the intelligence they demonstrate while they pursue, question, attempt, evaluate, struggle, succeed and/or fail at their assignments.

While it is technically possible to pass this class with a grade as low as a D-, students should be aware that grades below the "B" range demonstrate a concerning lack of effort and are not considered even marginally adequate for pursuing a career in the entertainment or game industries; they also forecast poor professional prospects within our industry post-graduation. Students receiving grades of C+ or lower should therefore be on notice that their work as completed is barely adequate to graduate and better efforts are necessary if they are to pursue this field as a career. They may want to begin planning for a career path outside our industry.

Note that "All students have the right, within a reasonable time, to know their academic scores, to review their grade-dependent work, and to be provided with explanations for the determination of their course grades." See University Policy F13-1 at <http://www.sjsu.edu/senate/docs/F13-1.pdf> for more details.

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

Late work due to class absence, or any other reason, will not be accepted for grading without prior authorization from the instructor well in advance of deadlines and only for reasons that conform to professional standards. 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. If an absentee student turns in work, they should make arrangements with another student to take notes for them in regards to criticisms they need to address.

Students should expect that some assignments will continue to receive criticism requiring further work on their part for several weeks, or even months, past the original deadline for the project. Failure to incorporate such changes into their work will result in the work being considered "unfinished" in regards to grading.

"Incomplete" grades are only given rarely, and only in the event of compelling personal or family emergencies and/or crises. If you do receive an incomplete you will have to complete the work on your own and have one year to submit all final materials for consideration or your grade will revert to an F.

Effort & Participation (critiques, peer collaboration, etc.) : 25%  
Final Portfolio: 75%

## **Determination of Grades**

- A statement of how grades will be determined for the course, including +/- grades if they are used.

- Extra credit options, if available.
- List of the percentage weight assigned to various class assignments.
- Penalty (if any) for late or missed work.

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%

Students should expect and plan their schedules to accommodate significant “homework” periods after each class session. Students are expected to bring and maintain prepared materials and be ready to work at the beginning of—and throughout—each class session. Failure to do so will affect one’s grade. It is always the student’s responsibility to be prepared for class even if absent from the previous class.

Students will receive significant homework assignments every class, with potentially even assignments via email during the week. Several assignments may ultimately overlap at times.

A final critique will be held on the final exam day in the usual classroom at the time and date indicated by the university final exam schedule. Please consult the [sjsu.com](http://sjsu.com) website to reserve those times in your calendar immediately.

### **Classroom Protocol**

All Animation/Illustration students are expected to conduct themselves in a professional manner at all times. See the bulleted list below for general program policies and expectations.

Whether in class or working after hours, students must respect the facilities and fellow students and are expected to present themselves and their work in a clean professional manner. Students will be held accountable for both classroom participation and contributing to the creation of a positive atmosphere for education.

Classes and events are to be treated as business appointments and students are expected to be in attendance, fully prepared, and on time. Fully prepared means having all necessary materials needed to work on class projects, having prepared according to instructions, and having made significant progress on assignments from the previous class. Failure to accomplish any of the above will significantly lower your grade.

The occasional absence is unremarkable, but if an absence is unavoidable, students are expected to notify the instructor immediately, and contact their peers to both turn in work on the due date and stay current with class assignments they may have missed.

Cell phones should be silent and should not be utilized during class unless otherwise directed. Students should refrain from eating food others can smell. At the end of classes, students are expected to leave the classroom cleaner than they found it, push in chairs, etc. During breaks and immediately before and after class, students should be conscious of the overall noise level in the room and try to minimize it in order to allow for the private instructor/student conversations that often occur.

Finally, students should maintain an awareness of the safety of their surroundings, belongings, and classmates. In particular, when working in the building and entering or leaving after hours, students should accompany one another in the interest of safety 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.

### **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 (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/>

## ANI 179 / Special Topics in ANI, Spring 2019, Course Schedule

*List the agenda for the semester including when and where the final exam will be held. Indicate the schedule is subject to change with fair notice and how the notice will be made available.*

### Course Schedule

Week <i>(Optional)</i>	Date	Topics, Readings, Assignments, Deadlines <i>(If appropriate, add any extra column(s) to meet your needs.)</i>
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<b>Week (Optional)</b>	<b>Date</b>	<b>Topics, Readings, Assignments, Deadlines (If appropriate, add any extra column(s) to meet your needs.)</b>
13		
14		
14		
15		
15		
16		
Final Exam		Venue and Time