

**San José State University**  
**Animation/Illustration – Department of Design**  
**24765, ANI 51B Intro to 3D Animation, Section 02, Spring 2019**

**Course and Contact Information**

Instructor:	Brandon W Moore
Office Location:	Art Building 223
Telephone:	TBA
Email:	brandon.wayne.moore@gmail.com
Office Hours:	TuTh 10:00am - 11:00am
Class Days/Time:	TuTh 12:00pm - 2:50pm
Classroom:	Art Building 224
Prerequisites:	Allowed declared Animation major only

**Course Format**

**Program Yahoo! Groups Website**

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

**Course Description**

Basic concepts and professional practices used in 3D computer animation. Application of traditional principles of animation to the 3D digital environment.

**Course Goals**

- Develop the skills necessary to execute 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.

**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 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**

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

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

- A USB flash drive or external drive for storing data; (8+ GB recommended)
- Sketchbook and pencils for drawing.
- 2 Sheets of transparencies and dry erase markers (2 different colors)
- The latest version of Maya is available in all computers in the animation lab on campus.
- You will be required to shoot video reference for some of the assignments so you will need access to a digital camera capable of recording video.
- You will need film editing software, such as Adobe Premiere or Quicktime Pro. Quicktime Pro is also available in all computers in our lab.

## **Course Requirements and Assignments**

A series of animation assignments, in-class exercises, in-progress assignment checks, and weekly drawings will be assigned throughout the semester. All animation assignments and weekly drawings must be posted to the class Google Drive one hour before class for grading. In-class assignments and in-progress grades will be submitted during class. Students are responsible for previewing the animation file before posting to the drive to ensure it plays correctly.

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 is composed of compiling a demo reel with all assignments fully rendered and turned in at the end of the semester.

## **Grading Information**

Grades will be assigned according to University policy from A plus through F as outlined in the SJSU catalog. All assignments will be evaluated by how well the student executes the principles of animation and design, punctuality of submission, ability to follow directions, take notes, and participate in class activities.

## **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**

The class will meet at promptly at the beginning of class in Art 224. Every class will require the students to bring materials for working and/or will be required to present their progress for review. The instructor will discuss this in class. Students are required to keep a class notebook.

## **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/>

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### Course Schedule

Note that this schedule is subject to change depending on how class progresses and you will be notified.

Week	Day	Date	Topics, Readings, Assignments
1	Thursday	1/24	Introduction and overview, Lesson: Moving Objects
2	Tuesday	1/29	Due: Moving Objects, Lesson: Bouncing Balls
2	Thursday	1/31	Work & Crit: Bouncing Balls
3	Tuesday	2/5	Work & Crit: Bouncing Balls
3	Thursday	2/7	Due: Bouncing Balls, Lesson: Rolling Balls
4	Tuesday	2/12	Work & Crit: Rolling Balls
4	Thursday	2/14	Due: Rolling Balls, Lesson: Pendulum Swings
5	Tuesday	2/19	Work & Crit: Pendulum Swings
5	Thursday	2/21	Due: Pendulum Swings, Lesson: Tailed Ball Bounce
6	Tuesday	2/26	Work & Crit: Tailed Ball Bounce
6	Thursday	2/28	Due: Tailed Ball Bounce, Lesson: Basic Walk
7	Tuesday	3/5	Work & Crit: Basic Walk
7	Thursday	3/7	Work & Crit: Basic Walk
8	Tuesday	3/12	Work & Crit: Basic Walk
8	Thursday	3/14	Due: Basic Walk, Lesson: Personality Walk, Mid-term DemoReel
9	Tuesday	3/19	Due: Mid-term DemoReel, Work & Crit: Personality Walk
9	Thursday	3/21	Work & Crit: Personality Walk
10	Tuesday	3/26	Work & Crit: Personality Walk
10	Thursday	3/28	Work & Crit: Personality Walk
11	Tuesday	4/2	Spring Recess (No Class)
11	Thursday	4/4	Spring Recess (No Class)
12	Tuesday	4/9	Work & Crit: Personality Walk
12	Thursday	4/11	Work & Crit: Personality Walk
13	Tuesday	4/16	Work & Crit: Personality Walk
13	Thursday	4/18	Work & Crit: Personality Walk
14	Tuesday	4/23	Work & Crit: Personality Walk
14	Thursday	4/25	Work & Crit: Personality Walk
15	Tuesday	4/30	Work & Crit: Personality Walk
15	Thursday	5/2	Work & Crit: Personality Walk
16	Tuesday	5/7	Work & Crit: Personality Walk
16	Thursday	5/9	Due: Personality Walk, Lesson: Final DemoReel
Finals	Monday	5/20	Due: Final DemoReel 9:45-12:00 pm