San José State University
Animation/Illustration, Department of Design
ANI117B, Visual Development, Section 1, Spring 2016

Instructor:              Thomas Esmeralda
Office Location:        Art 225
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Email:                  thomas.esmeralda@sjsu.edu
Office Hours:           Mondays 3:00pm-3:30pm, Fridays 9-9:30am
                        (by appointment)
Class Days/Time:        MW 6:50 pm – 9:40pm
Classroom:              Art 243
Prerequisites:          Successful completion of ANI 117A

Course Format
The course is made up with a combination of traditional lecture, participatory in-class discussion & activity, in-class critique & demonstration, and lastly a flipped classroom delivery format for some of the lecture content. More details provided through Canvas.

Faculty Web Page and MYSJSU Messaging
Copies of the course materials such as the syllabus, major assignment handouts, etc. may be found on my faculty web page at http://www.sjsu.edu/people/thomas.esmeralda/, and through Canvas at https://sjsu.instructure.com/courses/1187680. You are responsible for regularly checking with the messaging system through MySJSU (or other communication systems as indicated by the instructor).

Course Description (catalog)
Advanced visual development projects with emphasis on attaining professional standards. Prerequisite: ANI 117A; Allowed Declared Majors: Animation
Normal Grade Rules
3 units

Learning Outcomes and Course Goals
The purpose of this course is to further develop the students’ proficiency in illustration, by building on the skills they were introduced to in ANI 117A. The end goal is to
progress beyond representational illustration into the abstraction of realism to explore exaggerations of light, shape, and rendering in designing new illustrative styles.

**Course Goals**

During the semester, students can expect:

- To develop the ability to see with their “mind’s eye” by learning to paint what they know of a subject instead of what they observe; to understand that illustrators don’t just copy their reference
- To develop a visual vocabulary for describing the physical effects of light
- To develop the means to represent the effects of light by mastering the various techniques and processes presented throughout this course
- Assignments that deepen their understanding of illustrative design fundamentals, introduced in previous courses, to improve their fluency in the illustrative arts
- To develop an idiosyncratic approach to forming their own visual narratives in an affective manner in which they are thoughtful, informed, fertile, and flexible
- To study classic representational illustration, and employ characteristics and elements from those examples to inform their own work (i.e. to “steal” find inspiration from those master artists that have preceded us)
- Assignments where they will learn to deconstruct elements of realism and synthesize illustrative design statements into a “style language.”
- An exhaustive project that will allow the students to experience the fundamental components that comprise the Visual Development process common to most productions within the screen arts: Exploratory sketching, character design, storyboarding, ideation, preliminary paintings & renderings to explore value/lighting/color ideas, culminating in the production of finely-rendered illustrations executed with a high degree of finish

**Class Learning Outcomes (CLO)**

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

- CLO 1: Critically analyze the various components of a photographic or filmed image, deconstruct the physical effects of light on form in those images, and be able to explain their observations in both verbal and graphic terms
- CLO 2: Effectively and consistently produce realistic images that communicate clearly
- CLO 3: Formulate visual narratives that not only inform, but also incite feelings
- CLO 4: Abstract from realism an exaggeration of light, shape, and rendering in creating a “style language” or illustrative “look”.
• CLO 5: Analytically deconstruct the written or spoken word, internalize their inherent ideas & meanings, and clearly interpret those words into visual statements that successfully connect with the viewer

• CLO 6: Work through a design process, solving complex visual problems through earnest research, critical analysis, and iterative exploration

• CLO 7: Communicate verbally and graphically, with Art Directors and fellow creative personnel, in a professional manner indicative of a production studio environment within the screen arts

**Required Texts/Readings**

**Required Tutorials**

The following videos from the Ctrl+Paint website: (http://ctrlpaint.myshopify.com/collections/essential-skills) Basic Rendering 1-3, and the drawing exercises that comprise the Observation to Imagination Worksheets ($40 total)

**Suggested Readings**

*Creative Illustration*, Andrew Loomis

*Composition of Outdoor Painting*, Edgar Payne

*Hawthorne on Painting*, Charles Hawthorne

*On The Art of Drawing*, Robert Fawcett

*Rockwell on Rockwell, How I Make a Picture*, by Norman Rockwell

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

*The Visual Story*, Bruce Block

**Other equipment / material requirements**

• Laptop (must meet minimum system requirements in order to run Photoshop)

• Adobe CC Creative Suite (free licenses available to SJSU students)

• *Google Sketchup* software (*Sketchup Make* is the free version available)

• A digital camera (digital camera and accessories available through the King Library [https://library.sjsu.edu/policies-procedures/sjsu-media-services-digital-camera-policy](https://library.sjsu.edu/policies-procedures/sjsu-media-services-digital-camera-policy))


• Access to a quality printer

**Library Liaison**

The Library Liaison for Animation is Teresa Slobuski. She can be reached via e-mail at Teresa.Slobuski@sjsu.edu or by telephone at (408) 808-2318. Her office is located on the 4th floor of King Library, and she encourages students to contact her with research questions.

Library Resources specific to animation are available online at [http://libguides.sjsu.edu/animation](http://libguides.sjsu.edu/animation)
All of the University Library Resources can be accessed at http://libguides.sjsu.edu/a-z

Course Requirements and Assignments

SJSU classes are designed such that in order to be successful, it is expected that students will spend a minimum of forty-five hours for each unit of credit (normally three hours per unit per week), including preparing for class, participating in course activities, completing assignments, and so on. More details about student workload can be found in University Policy S12-3 at http://www.sjsu.edu/senate/docs/S12-3.pdf.

Course Assignments

Visual and Rendering Exercises (totals 45% of grade, 90 out of 200 points):

1. *Basic Rendering 1: The Vase* (10 points) (CLO 1,2)
2. *Seeing Light* (10 points) (CLO 1,2)
3. *Basic Rendering 2: Imaginary Light & Shadow* (10 points) (CLO 1,2)
4. *Diagramming Light* (10 points) (CLO 1,2)
5. *Outdoor Environment Rendering - TBD* (10 points) (CLO 1,2)
6. *Applied Light* (10 points) (CLO 1,2)
7. *Applied Light – Imaginary Form* (10 points) (CLO 1,2)
8. *Basic Rendering 3: Realism* (10 points) (CLO 1,2)
9. *Indoor Environment Rendering - TBD* (10 points) (CLO 1-3)

Illustration Assignments (totals 45% of grade, 90 out of 200 points):

1. *Exploratory Sketches* (10 points) (CLO 1-3,5-7)
2. *Early Character Development* (10 points) (CLO 1-3,5-7)
3. *Ideations and Composition TN’s* (10 points) (CLO 1-3,5-7)
4. *Character Lineups* (10 points)(CLO 1-3,5-7)
5. *Story Moment 1* (10 points) (CLO 1-3,5-7)
6. *Story Moment 2* (10 points) (CLO 1-7)
7. *Story Moment 3* (10 points) (CLO 1-7)
8. *Final Visual Development Presentation* (20 points) (CLO 1-7)

Participation (totals 10% of grade, 20 out of 200 points)

NOTE that University policy F69-24 at http://www.sjsu.edu/senate/docs/F69-24.pdf states that “Students should attend all meetings of their classes, not only because they are responsible for material discussed therein, but because active participation is frequently essential to insure maximum benefit for all members of the class. Attendance per se shall not be used as a criterion for grading.”
Grading Policy

There are 200 possible points that factor into the overall course grade. Late assignments will be accepted at any time until the end of the semester, but will be downgraded by 50% of the assignment grade. Arrangements must be made in advance with the instructor for deadline extensions or none shall be granted. Students with an unforeseen emergency must be prepared to furnish the appropriate documentation to be excused. 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 will receive a failing grade (0 points). Students wishing to receive an A grade must turn in all assignments on time and graded to be excellent work. Students wishing to receive a B grade must turn in all assignments on time and submit above average work. Students wishing to receive a C grade must turn in all assignments on time and submit average work. It is possible to pass the course with a D grade. There are no planned extra credit assignments. Access to your grades as well as copies of the course materials such as the syllabus, assignments, notifications etc. will be made available through the SJSU Canvas system at https://sjsu.instructure.com/courses/1166007. In addition, you are also responsible for regularly checking with the messaging system through MySJSU.

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.

Classroom Protocol

1. Be on time. Late arrivals disrupt the class.
2. Classes are crowded. Please be attentive to your personal hygiene.
3. Fill the front seats first.
4. Ensure that backpacks, and other personal accessories, do not obstruct aisles.
5. No audio headphone or cell phone usage during class, unless for the purpose of reviewing video lecture material while painting in class.
6. No spray mount or fixative spraying in the class.
7. Use the trashcans in the rooms, hallways, and restrooms.
8. Do not dump toxic wastes in restroom sinks. Use the recycling drums upstairs.
9. Clean the sinks if you use them for your project clean ups. Do not discard paper towels on the floor.
10. Do not use the tabletops as a cutting surface.
11. Do not leave valuable items unattended.
12. Do not leave the classroom without cleaning your area.
University Policies

General Expectations, Rights and Responsibilities of the Student

As members of the academic community, students accept both the rights and responsibilities incumbent upon all members of the institution. Students are encouraged to familiarize themselves with SJSU’s policies and practices pertaining to the procedures to follow if and when questions or concerns about a class arises. See University Policy S90–5 at http://www.sjsu.edu/senate/docs/S90-5.pdf. More detailed information on a variety of related topics is available in the SJSU catalog, at http://info.sjsu.edu/web-dbgen/narr/catalog/rec-12234.12506.html. In general, it is recommended that students begin by seeking clarification or discussing concerns with their instructor. If such conversation is not possible, or if it does not serve to address the issue, it is recommended that the student contact the Department Chair as a next step.

Dropping and Adding

Students are responsible for understanding the policies and procedures about add/drop, grade forgiveness, etc. Refer to the current semester’s Catalog Policies section at http://info.sjsu.edu/static/catalog/policies.html. Add/drop deadlines can be found on the current academic year calendars document on the Academic Calendars webpage at http://www.sjsu.edu/provost/services/academic_calendars/. The Late Drop Policy is available at http://www.sjsu.edu/aars/policies/latedrops/policy/. Students should be aware of the current deadlines and penalties for dropping classes.

Information about the latest changes and news is available at the Advising Hub at http://www.sjsu.edu/advising/.

Consent for Recording of Class and Public Sharing of Instructor Material

University Policy S12-7, http://www.sjsu.edu/senate/docs/S12-7.pdf, requires students to obtain instructor’s permission to record the course and the following items to be included in the syllabus:

- “Common courtesy and professional behavior dictate that you notify someone when you are recording him/her. You must obtain the instructor’s permission to make audio or video recordings in this class. Such permission allows the recordings to be used for your private, study purposes only. The recordings are the intellectual property of the instructor; you have not been given any rights to reproduce or distribute the material.”
  - It is suggested that the greensheet include the instructor’s process for granting permission, whether in writing or orally and whether for the whole semester or on a class by class basis.
  - In classes where active participation of students or guests may be on the recording, permission of those students or guests should be obtained as well.
- “Course material developed by the instructor is the intellectual property of the instructor and cannot be shared publicly without his/her approval. You may not publicly share or upload instructor generated material for this course
such as exam questions, lecture notes, or homework solutions without instructor consent.”

**Academic integrity**

Your commitment as a student to learning is evidenced by your enrollment at San Jose State University. The University’s Academic Integrity policy S07-2, located at http://www.sjsu.edu/senate/S07-2.htm, requires you to be honest in all your academic course work. Faculty members are required to report all infractions to the office of Student Conduct and Ethical Development. The Student Conduct and Ethical Development website is available at http://www.sjsu.edu/studentconduct/.

Instances of academic dishonesty will not be tolerated. Cheating on exams or plagiarism (presenting the work of another as your own, or the use of another person’s ideas without giving proper credit) will result in a failing grade and sanctions by the University. For this class, all assignments are to be completed by the individual student unless otherwise specified. If you would like to include your assignment or any material you have submitted, or plan to submit for another class, please note that SJSU’s Academic Integrity Policy S07-2 requires approval of instructors.

**Campus Policy in Compliance with the American Disabilities Act**

If you need course adaptations or accommodations because of a disability, or if you need to make special arrangements in case the building must be evacuated, please make an appointment with me as soon as possible, or see me during office hours. Presidential Directive 97-03 at http://www.sjsu.edu/president/docs/directives/PD_1997-03.pdf requires that students with disabilities requesting accommodations must register with the Disability Resource Center (DRC) at http://www.drc.sjsu.edu/ to establish a record of their disability.

**Accommodation to Students' Religious Holidays**

San José State University shall provide accommodation on any graded class work or activities for students wishing to observe religious holidays when such observances require students to be absent from class. It is the responsibility of the student to inform the instructor, in writing, about such holidays before the add deadline at the start of each semester. If such holidays occur before the add deadline, the student must notify the instructor, in writing, at least three days before the date that he/she will be absent. It is the responsibility of the instructor to make every reasonable effort to honor the student request without penalty, and of the student to make up the work missed. See University Policy S14-7 at http://www.sjsu.edu/senate/docs/S14-7.pdf.

**Student Technology Resources**

Computer labs for student use are available in the Academic Success Center located at http://www.sjsu.edu/at/asc/ located on the 1st floor of Clark Hall and in the Associated Students Lab on the 2nd floor of the Student Union. Additional computer labs may be available in your department/college. Computers are also available in the Martin Luther King Library.

A wide variety of audio-visual equipment is available for student checkout from Media Services located in IRC 112. These items include DV and HD digital camcorders; digital
still cameras; video, slide and overhead projectors; DVD, CD, and audiotape players; sound systems, wireless microphones, projection screens and monitors.

SJSU Writing Center

The SJSU Writing Center is located in Clark Hall, Suite 126. All Writing Specialists have gone through a rigorous hiring process, and they are well trained to assist all students at all levels within all disciplines to become better writers. In addition to one-on-one tutoring services, the Writing Center also offers workshops every semester on a variety of writing topics. To make an appointment or to refer to the numerous online resources offered through the Writing Center, visit the Writing Center website at http://www.sjsu.edu/writingcenter. For additional resources and updated information, follow the Writing Center on Twitter and become a fan of the SJSU Writing Center on Facebook. (Note: You need to have a QR Reader to scan this code.)
ANI 117B, Section 1, Fall 2015 Course Schedule

The schedule is subject to change with fair notice provided in class, and through Canvas.

<table>
<thead>
<tr>
<th>Course Schedule</th>
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<tbody>
<tr>
<td><strong>Week</strong></td>
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| 1      | 2/1 2/3  | Course intro “Painting What You Know”  
Review Basic Rendering 1: The Vase assignment; Basic Rendering 2: Imaginary Light and Shadow |
| 2      | 2/8 2/10 | Review Basic Rendering 2: Imaginary Light & Shadow assignment  
Review Seeing Light: Observation assignments; Photoshop Primer |
| 3      | 2/15 2/17 | Review Applied light: Simple Object and Diagramming Light  
Outdoor Environment Rendering |
| 4      | 2/22 2/24 | Review Applied Light: Imaginary Form  
Basic Rendering 3: Realism |
| 5      | 2/29 3/2  | Review Basic Rendering 3: Realism Studies  
Materials |
| 6      | 3/7 3/9  | Materials continued (in-class work session)  
Review Understanding Surfaces: Materials |
| 7      | 3/14 3/16 | Review Indoor Environment Rendering  
Individual reviews |
| 8      | 3/21 3/23 | Review Exploratory Sketches  
Individual reviews |
| 9      | 3/28 3/30 | No Class (Spring Break)  
No Class (Spring Break) |
| 10     | 4/4 4/6  | Review Early Character Development  
Individual reviews |
| 11     | 4/11 4/13 | Review Ideations and Composition TN’s  
Individual reviews |
| 12     | 4/18 4/20 | Review Character Lineups  
Individual reviews |
| 13     | 4/25 4/27 | Review Story Moment I  
Individual reviews |
| 14     | 5/2 5/4  | Review Story Moment II  
Individual reviews |
| 15     | 5/9 5/11 | Review Story Moment III  
Individual reviews |
<table>
<thead>
<tr>
<th>Week</th>
<th>Date</th>
<th>Topics, Readings, Assignments, Deadlines</th>
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</thead>
<tbody>
<tr>
<td>16</td>
<td>5/16</td>
<td>Final check-in before finals</td>
</tr>
<tr>
<td>Final Exam</td>
<td>5/23</td>
<td>Art 243 Monday, May 23, 1945-2200</td>
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<tr>
<td></td>
<td></td>
<td>Review <em>Final Visual Development Presentation</em></td>
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