San José State University  
Animation/Illustration  
ANI 118B, Application of Advanced Animation to Film: Section 02, 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 3:30 pm – 6:20 pm  
Classroom: ART 218  
Prerequisites: Instructor Consent Required and BFA Status in Animation/Illustration  

Faculty Web Page and MYSJSU Messaging  
Important course materials such as the syllabus, major assignment handouts, etc. may be found on [https://groups.yahoo.com/neo/groups/ani118B](https://groups.yahoo.com/neo/groups/ani118B). All AI students are also expected to join and monitor [http://groups.yahoo.com/group/SJSU_Animation_Illustration/](http://groups.yahoo.com/group/SJSU_Animation_Illustration/) for important announcements to our majors. Students are responsible for regularly checking with the messaging system through MySJSU and the above Yahoo! Groups.  

Course Description  
Students will participate in sponsored, collaborative film and/or game projects from pre-production through post-production. All students are expected to contribute to all phases of their assigned projects regardless of individual area of specialization.  

Course Goals and Student Learning Objectives  

Course Content Learning Outcomes  
Upon successful completion of this course, students will be able to:  
- Understand skills necessary to put advanced proficiencies into practice towards film and/or game production.
• Understand skills necessary for the pipeline of animated films and/or game production
• Demonstrate the ability to function effectively in a creative collaboration with peers
• Demonstrate the ability to work with sponsors according to budget and technical specifications.

Required Texts/Readings
Textbook
No required textbooks

Classroom Protocol
The class will meet every Monday and Friday at 3:30 pm in Art 218. Every class will require the students to bring materials for working and they will be required to present their progress for review. Additional Saturdays will be scheduled.

Rules of Conduct

Classes
1. Be on time. Late arrivals disrupt the class.
2. Turn off your cell phone.
3. Private conversations during lectures and class discussions are not permitted.
4. No aromatic foods are allowed in any of the classrooms.
5. Classes are crowded. Please be attentive to your personal hygiene.
6. Fill the front seats first.
7. No headphones during class.
8. No checking email or using laptops for activities unrelated to the class.
9. Use the trashcans in the rooms, hallways, and restrooms.
10. Clean the sinks if you use them for your project clean ups. Do not discard paper towels on the floor.
11. Do not use the table tops as a cutting surface.
12. Do not leave valuable items unattended.
13. Do not leave the classroom without cleaning your area.

Pencil Test Lab: break the rules and lose your access
1. When you leave the lab, take your supplies with you.
2. No traditional painting.
3. Ask a lab monitor if you have a question about equipment.
4. Do not change the connections on the equipment.
5. Do not move any equipment in the lab.
6. Do not prop the door open.
7. Do not leave valuable items unattended.
8. This is a workspace and not for socializing.
9. Leave the lab cleaner than when you came in.
Digital Lab: break the rules and lose your access
1. No food. Water only. Your instructor will address this.
2. Traditional drawing and painting not permitted.
3. Do not use the lab computers to check email, download material not related to class.
4. Ask a lab monitor or tech if you have a question about equipment.
5. Do not change the connections on the equipment.
6. Do not move any equipment in the lab.
7. Do not leave the classroom without cleaning your area.

Email & Group Contact
Students will be responsible for joining a class yahoo group, listed on page one. Class correspondences will be conducted through email. Click on “Join this Group”. If you haven’t already done so, please Sign in with Yahoo and then join the group. This will be the forum through which we will establish email contact, post assignment forms, and have access to a calendar of due dates. Only usernames with your REAL first and last name will be allowed to join.

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 calendar web page located at http://www.sjsu.edu/academic_programs/calendars/academic_calendar/. 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/.

Assignments and Grading Policy
Grades and class status can be checked at any time during the semester by making an appointment during office hours.

Specific assignments will be given throughout the semester. Students are required to complete assigned tasks to a satisfactory level in a timely manner.

COURSE GRADE: The final grade will be based on:
30% - Successful and timely completion of assigned tasks
30% - Quality of the final projects
20% - Accurately Meeting Semester Deadlines
20% - Class Participation/Communication with your leads

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. Students wishing to receive an A grade must turn in
all assignments on time and be excellent work. Students wishing to receive a B grade must turn in all assignments on time and be above average work. Students wishing to receive a C grade must turn in all assignments on time and be average work, etc.

University Policies

**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, 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.sa.sjsu.edu/judicial_affairs/index.html.

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 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 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.

**SJSU Counseling Services**

The SJSU Counseling Services is located on the corner of 7th Street and San Fernando Street, in Room 201, Administration Building. Professional psychologists, social workers, and counselors are available to provide consultations on issues of student mental health, campus climate or psychological and academic issues on an individual, couple, or group basis. To schedule an appointment or learn more information, visit Counseling Services website at http://www.sjsu.edu/counseling.
ANI 118B, Application of Advanced Animation to Film: Spring, 2016: Course Schedule

This is a sample schedule. Our class schedule will be shared during our class meetings.

<table>
<thead>
<tr>
<th>Week</th>
<th>Tentative Production Schedule and Deadlines</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Film teams to present style guides: Future of Education, Cosmetics, Security, Recycling, Future of Food. Set goals for week three</td>
</tr>
<tr>
<td>2</td>
<td>Game Teams to report progress: Tremble, Two Eyes, and Inter-galactic. Set Goals for Week Four</td>
</tr>
<tr>
<td>3</td>
<td>Film teams to present. Work in class set goals for week 5</td>
</tr>
<tr>
<td>4</td>
<td>Game teams to present. Work in class set goals for week 6</td>
</tr>
<tr>
<td>5</td>
<td>Film teams to present. Individual portfolio contributions due for all disciplines Schedule due for week 6 through 10</td>
</tr>
<tr>
<td>6</td>
<td>Game teams to present: Individual portfolio contributions due for all disciplines Schedule due for week 6 through 10</td>
</tr>
<tr>
<td>7</td>
<td>Animatic due for Film teams</td>
</tr>
<tr>
<td>8</td>
<td>Rough assets due for all game teams</td>
</tr>
<tr>
<td>9</td>
<td>MIDTERM DUE: All revisions on animatics and assets due</td>
</tr>
<tr>
<td>10</td>
<td>Spring Break</td>
</tr>
<tr>
<td>11</td>
<td>Progress check all groups: Work in class</td>
</tr>
<tr>
<td>12</td>
<td>Work in class day for all groups</td>
</tr>
<tr>
<td>13</td>
<td>Film Group presentations: In house Final</td>
</tr>
<tr>
<td>14</td>
<td>Game Group presentations: In house Final</td>
</tr>
<tr>
<td>15</td>
<td>Film Group corrections due and individual contributions posted to the server</td>
</tr>
<tr>
<td>Week</td>
<td>Tentative Production Schedule and Deadlines</td>
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<td>-----------------------------------------------------------------------</td>
</tr>
<tr>
<td>16</td>
<td>Game Group corrections due and individual contributions posted to the server</td>
</tr>
<tr>
<td>Final Exam</td>
<td>Final projects on both games and films DUE Friday, May 16&lt;sup&gt;th&lt;/sup&gt;</td>
</tr>
<tr>
<td></td>
<td>All individual folders completed, updated and posted to the server by noon.</td>
</tr>
</tbody>
</table>