

Syllabus

San José State University

Animation/Illustration – Department of Design ANI 122-01, Illustration Fundamentals III, Section 05, SPRING 2022

Course and Contact Information

Instructor:	Robert Hunt
Office Location:	Online /
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Email:	robert.hunt@sjsu.edu
Office Hours:	By appointment only
Class Days/Time:	Tues/Thursday 8:00AM - 10:50AM
Classroom:	Online / Art Building 243
Prerequisites:	ANI 055; Allowed declared Animation major only.

Course Format

This course adopts an online classroom delivery format via Zoom. Course materials such as syllabus, handouts, notes, assignment instructions, etc. can be found on Canvas Learning Management System as well as Padlet (see below).

You are responsible for regularly checking with the messaging system through Canvas to learn of any updates.

This class will also use Padlet, which is a web app that lets users post images, documents, videos and other files on a digital wall.

Padlet link: <https://padlet.com/rhunt40/78uqz5a24qeh1sgk> passcode: Vincent

Class Zoom meetings Link : Join

URL: <https://sjsu.zoom.us/j/85732965695?pwd=Zy9URUMxK3h1SDQzZWwUllUzUzJQT09> Passcode 708029

Course Description

This class includes completion of complex digital and hybrid paintings incorporating knowledge of drawing principles, construction, composition, value and technique. Prerequisite: ANI 055; Allowed declared Animation major only. Misc/Lab: Activity 6 hours.

Course Goals

Students in ANI 122 will build upon the fundamental skills of drawing and painting introduced in previous courses, making a transition to hybrid and digital media. Some assignments may be done using analog (traditional) media, some in Adobe Photoshop, and some may incorporate a combination of both traditional and digital media. Class time will be used for practicing painting exercises, assigning projects, working on projects, one-on-one discussion with the teacher on the progress and direction of your projects, and class critiques.

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.

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

Course Learning Outcomes (CLO)

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

1. Students will develop better observational and interpretation skills
2. Students will make a transition from analog to digital media, and acquire skills needed for subsequent classes in the curriculum. Students will gain fluency in photoshop painting techniques.

3. Students will learn to apply fundamental theories and knowledges of traditional art to digital medium
4. Students will learn about and achieve greater “authenticity” in their work
5. Students will learn to streamline production flow and juggle the stresses of rapid project deadlines
6. Students will have a greater understanding of visual communication and storytelling
7. Students will be able to complete mature, professional level illustrations.

Required Texts/Readings

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.

some recommended Readings:

The Visual Story: Creating the Visual Structure of Film, TV, and Digital Media by Bruce Block

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

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

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

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

Alla Prima: Everything I know about Painting by Richard Schmid

The Art Spirit by Robert Henri

Other Equipment / Material Requirements

- Drawing materials: large (8.5x11 –or preferably larger) sketchbook or drawing paper, Pencils (6b, Hb) kneaded eraser.
- Analog (Traditional) art supplies as used in previous classes, IE Gouache , watercolor etc. We will periodically use these to create elements to incorporate into the digital workflow.
- A laptop or desktop computer with adequate RAM and storage to easily handle large files in Photoshop. Should have webcam for zoom meetings.
- Drawing tablet (Wacom, Cintiq, or other)
- Adobe Photoshop (free license available to SJSU students)

- A digital camera, preferably either a Digital SLR or access to one for shooting reference and artwork. Phone camera is an acceptable alternative.

Course Requirements and Assignments (subject to change)

1. Studies: Students will complete a number of painting assignments and studies applicable to the illustration projects.

1. B) Illustration Projects: Students will complete two complex illustration projects, learning the process of conceptualization, iterations, and completion of an illustration within a proscribed deadline.

Final Examination or Evaluation (subject to change)

A final critique will be held on the final exam day at the time and date indicated by the university final exam schedule. Please consult the sjsu.com website to reserve those times in your calendar immediately.

Grading Information

Students will be held accountable for meeting all deadlines. Directions given in class and for assignments must be followed accurately. Late work will not be accepted unless the instructor has given prior approval. Students are responsible for completing all work assigned during any absences, and absent students must arrange for their work to be turned in on due date.

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

Obviously, the quality of the work, both conceptually and its final execution, is a 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 maturity they demonstrate while they pursue, question, attempt, evaluate, struggle, succeed and/or fail at their assignments.

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 how you are doing—ask.

Students should expect that some assignments may require further work on their part beyond the original deadline for the project. Failure to incorporate such changes into their work may result in the work being considered “unfinished” in regard to grading. Again, if you are unclear on any of this at any point- ask.

“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.

Determination of Grades

- Studies : **40%**
- Illustration Projects: **40%**
- Final Presentation: **10%**
- Participation: **10%**

A grade indicates excellent work.

B grades indicate above average work.

C grades indicate average work.

D grades indicate below average work.

F grades are failing.

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

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/>

Academic Integrity policy (Academic Senate Policy F15-7)

"The University's Academic Integrity policy, located at <http://www.sjsu.edu/senate/docs/S07-2.pdf>, 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 <https://www.sjsu.edu/studentconduct/>

Instances of academic dishonesty will not be tolerated by the Animation/Illustration program. Cheating on exams, plagiarism, presenting the work of another as your own, or the use of another person's ideas without giving proper credit will result in AUTOMATIC EXPULSION FROM AND FAILURE OF THE COURSE, with possible expulsion from the Animation/Illustration Major. A second offense will result in IMMEDIATE EXPULSION from the Animation/Illustration Major.

This includes but is not limited to copying someone else's imagery, altering someone else's imagery, altering a pre-existing 3D model, tracing or copying animation, and submitting someone else's notes for a grade.

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Course Schedule (Subject to change)

Week	Date	Topics, Readings, Assignments, Deadlines
1	1/27/2022	First Day Instructions, Course Overview
2	2/1/2022	Study #01
	2/3/2022	Study #01
3	2/8/2022	Study #02
	2/10/2022	Study #02
4	2/15/2022	Study #03
	2/17/2022	Study #03
5	2/22/2022	Study #04
	2/24/2022	Study #04
6	3/1/2022	Study #05

	3/3/2022	Study #05
7	3/8/2022	Study #06 - Part 1
	3/10/2022	Study #06 - Part 1
8	3/15/2022	Study #06 - Part 2
	3/17/2022	Study #06 - Part 2
9	3/22/2022	Study #06 - Part 2
	3/24/2022	Study #06 - Part 2
10	3/28/2022	Spring Recess
	3/30/2022	Spring Recess
11	4/5/2022	Project #01
	4/7/2022	Project #01
12	4/12/2022	Project #01
	4/14/2022	Project #01
13	4/19/2022	Project #01
	4/21/2022	Project #02
14	4/26/2022	Project #02
	4/28/2022	Project #02
15	5/3/2022	Project #02

	5/5/2022	Project #02
16	5/10/2022	Project #02
	5/12/2022	Project #02