

San José State University
Animation/Illustration – Department of Design
ANI 13-05, Drawing for Animation/Illustration I, Spring 2022

Course and Contact Information

Instructor:	Leila Beverleigh
Office Location:	Online / ART 211
Telephone:	(Email only please)
Email:	leila.beverleigh@sjsu.edu
Office Hours:	Immediately after class. (Email for appointment)
Class Days/Time:	Section 05: T Th - 6:00 - 8:50pm
Classroom:	Online via Zoom until further notice
Prerequisites:	Allowed declared Majors: Animation

Course Format

Important Web Pages and Class Messaging

ANI Program Google group (mandatory for ANI students): www.shmgoogle.com

Links below will be listed on Canvas

[Zoom](#)

[Google Drive](#)

[Syllabus](#)

[Materials' List](#)

Course Format

Technology

As with most courses in the program, this class will require use of the Adobe Creative suite, Zoom, and potentially other programs as well. Also, students will utilize Google Drive and other technologies, to complete some assignments.

Course Description

Basic principles of animation and illustration stressing gesture, construction, anatomy, and technique. An intensive study of the human figure from life, and its use in working in animation and the screen arts industry. Prerequisite: ANI 011.

Course Goals

Drawing for Animation/Illustration focuses on improving the student's ability to draw with confidence, fidelity, and craft. The emphasis of the class will be placed on continuing developing the solid fundamental skills of draftsmanship required within the illustration and animation industry.

Students are expected to be motivated in the studio disciplines of drawing, visual perceptions, hand/eye coordination and to have strong conceptual skills.

This class will expose the student to a variety of drawing media and techniques. Through demonstrations, lectures, personal and class critiques, in-class drawing sessions and rigorous homework assignments, students will develop their abilities to draw with more skill and confidence than ever before.

The student is expected to work diligently regardless of major. This class is very difficult and time-consuming. Considerable self-discipline, intelligent effort, and a very strong work ethic and preparedness are essential for improvement and class success.

Course Learning Outcomes (CLO)

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

1. Draw the human figure accurately from observation and imagination as applicable to the screen arts and the constraints of realistic motion while working with long or short poses.
2. Possess a strong understanding of anatomy of the human body and demonstrate their knowledge through accurately drawing of the human skeleton and muscular system.
3. Work with solid methodology and process when drawing from life or imagination, and be able to intelligently use a live human model as a reference source for aesthetic decisions rather than a direct observable solution.
4. Self-evaluate their work, their strengths and weaknesses as they relate to studying the visual arts.

Required Texts/Readings

Textbook

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

Other Suggested Readings

All widely available at libraries and bookstores:

Mindset, Dr. Carol Dweck, ISBN 345472322

Make it Stick, Peter C. Brown, ISBN 978-0674729018

Talent is Overrated, Geoff Colvin, ISBN 9781441605368

The Creative Habit, Twyla Tharp, 9780743235273

There are a large number of valuable texts on drawing that you should attempt to avail yourselves of. I would recommend to you ANYTHING by Arthur Guptill, Andrew Loomis, James Gurney, or Victor Ambrus. Specially, in regards to Figure Drawing I would also recommend:

Atlas of Human Anatomy by Stephen Rogers Peck

Other equipment / material / requirements

See course supply list provided before the semester starts.

Other required materials will be discussed in the first day of class.

Students are expected to have an available laptop (PC or Mac) the Adobe Creative Suite, and access to the Microsoft Office Suite or equivalent. Regardless of platform or input, the laptop should be well-prepared for high-end graphics processing.

Library Liaison (Optional)

For assistance in finding library resources, you may consult:

<http://libguides.sjsu.edu/animation>

And/or contact MLK Librarian Elisabeth Thomas.

(elisabeth.thomas@sjsu.edu, or 408-808-2193)

Course Requirements and Assignments

Drawing for Animation/Illustration I teaches a variety of methods for generating figurative images in preparation for industry requirements for animation and illustration. The figure will be considered using an approach that requires students to practice acute observation skills. The figure is studied in rest and in motion as required for the production of traditional and digital animation applications. Students are expected to be motivated in the studio disciplines of drawing, visual perceptions, hand/eye coordination and to have strong conceptual skills. Drawing for Animation/Illustration I demands thoughtful creative decisions, as well as through knowledge of both human skeletal and muscular anatomy. The semester includes instruction demonstration and one-on-one critiques of student work. The course ideally will utilize a nude model and will include long and short poses, (changes should be expected throughout the pandemic). Homework will be assigned between every class.

Students are required to bring the required materials to every class. It is always the student's responsibility to be prepared for class even if absent from the previous class.

During the semester, students will be assigned homework after every class, (sometimes multiple assignments) and will also compile a sketchbook over the course of the semester. Students may be asked to repeat homework assignments a number of times in order to achieve a certain level of mastery and competence.

For more detailed information about classroom activities, please refer to the handouts distributed each week for each project. Each assignment is designed to progressively and cumulatively build towards the above-listed learning outcomes. All of the above is subject to change with fair notice.

Final Examination or Evaluation

Final evaluation for this course will be given by turning in two portfolios. One with their best in-class drawings, and another portfolio of their best sketchbook pages. Students will also be evaluated based upon their application of improved skills, their efforts, attitude and overall classroom participation and peer interactions

during critiques. There may be a significant final project and potentially a final exam, depending on the given semester.

Note: Student's presence, participation and timely submission of **Final** assignment and portfolio are **required** for a passing grade in the class. In case of emergency, students need to notify the professor as soon as possible. Remember, the class is to be treated as a business appointment.

Grading Information & Determination of Grades

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 be not accepted 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 witting 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 criticism 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 not 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.) : 13%

Homework Assignments: 37%

Class Drawings Portfolio: 25%

Sketchbook Drawings Portfolio: 25%

Grading Percentage Breakdown

100% - 96.67% = A+

93.34% - 96.66% = A

93.33% - 90% = A-

89.99% - 86.67% = B+

86.66% - 83.33% = B

83.32% - 80% = B-

79.99% - 76.67% = C+

76.66% - 73.33% = C

73.32% - 70% = C-

69.99% - 67.67% = D+

66.66% - 63.33% = D

63.32% - 60% = D-

59.99 and below = F

Please note:

A = Excellent work or Superior work; work or a top professional standard

B = Above average; Respectable effort or results, with relatively minor flaws or corrections necessary.

C = Average; More effort necessary on the part of the student, obvious flaws, obvious corrections necessary.

D = Below Average; Poor effort and results

F = Failure; Exceptionally poor effort and/or results.

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, and students should expect a considerable amount of work in their final semester.

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 website to reserve those times in your calendar immediately.

For further information about classroom activities, please refer to any handouts distributed for assignments. (Available on the class Google Group or Google Drive.)

Section 05: TBA

Classroom Protocol

Animation/Illustration Program Policies

- Students must arrive to class on time with materials ready to work and be organized.
 - Participate!
 - Display your name (First/Last) / pronoun preferred, while on Zoom.
 - Students must display their photo when cameras are off during class via Zoom.
 - Food is allowed around your space. Please make sure to “mute” your microphone to avoid interruptions and distractions.
 - No gum.
 - No checking email or using laptops for activities unrelated to the class.
 - No playing personal audio through speakers, use headphones only.
 - Do not leave the classroom without announcing or notifying instruction by chat (privately).
 - Be courteous, encouraging and supportive to others, keep private conversations quiet.
 - Use chat in a positive way, avoid distracting conversations and be respectful.
 - Please be attentive to your personal hygiene, and dress appropriately. Present yourself professionally.
- ◆ **Location Matters:** Students should demonstrate an attitude of learning by adapting a location that will promote learning and concentration. If it is possible, designate a learning environment to accomplish your assignments, a comfortable area with appropriate lighting, ventilation and where you have access to all your materials.

All Animation/Illustration students are expected to conduct themselves in a professional manner at all times.

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.

In person: 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.

The occasional absence is unremarkable, but if an absence is unavoidable, students are expected to be in attendance 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.

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/>

ANI 13_05 Drawing for Animation/Illustration, Spring 2022 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	Date	Topics, Readings, Assignments, Deadlines
1		
1		Intro Class: Welcome, First Assignments, etc.
2		First Crits: Popcorn Assessment
2		Semi-Blind / Intro Anatomy Project
3		Calligraphy I
3		Calligraphy II
4		Gesture I
4		Gesture II
5		Form & Landmarks I
5		Form & Landmarks II
6		Sweep & Roll I
6		Sweep & Roll II
7		Draperies I
7		Draperies II
8		Legibility / Pirate Crit
8		Legibility II / Pirate Crit
9		Intro to Tone
9		Intro to Tone II
10		SPRING BREAK
10		SPRING BREAK
11		TBD
11		TBD
12		TBD
12		TBD
13		Focused Studies I
13		Focused Studies II
14		Anatomy Group Presentation Rehearsals I
14		Anatomy Group Presentation Rehearsals II
15		Anatomy Group Final Presentations I

Week	Date	Topics, Readings, Assignments, Deadlines
15		Anatomy Group Final Presentations II
16		TBD
16		TBD
17		Individual Topic Student Presentations
Final Exam	Per official schedule	Individual Student Evaluations: Positive and Negative Feedback