

San José State University
School of Humanities and the Arts
ANI 161, Digital Animation 1, Section 2, Spring 2022

Course and Contact Information

Instructor:	Bryan Lind
Office Location:	Online
Email:	bryan.lind@sjsu.edu
Office Hours:	Fridays 8:30am to 10:00am (online booking @ https://lind-officehoursani.youcanbook.me/)
Class Days/Time:	Section 2: M/W 3:00-5:50pm
Online/Zoom links:	On Canvas page
Prerequisites:	ANI 61 and Passage of Mid-Program Portfolio Review. Allowed Declared Majors: Animation/Illustration.

Course Format

This course will generally be divided into half lecture/critique and half production. Class will begin promptly at 3:00pm and current project topics will be discussed and/or demonstrated. After lecture/critique, students will be given the opportunity to work on the material discussed in lecture and have work further looked at by teacher. Assignments should be uploaded weekly on Syncsketch.com. Our Canvas course page should be checked weekly for announcements, updates to assignments, and all other course materials.

Course Related Links

Canvas Section 2: <https://sjsu.instructure.com/courses/1474038>

Class site: www.ani161.wordpress.com

MySJSU: <https://one.sjsu.edu/>

Google Drive: On Canvas Page

Animation/Illustration Page: https://www.sjsu.edu/design/design_programs/ai_design_program/

Shrunkenheadman Club: <https://www.shrunkenheadman.com/>

Course Description

In this class we will focus our attention on how to create believable movement by applying the traditional principles of animation to 3D digital characters, focusing on body mechanics. There is also special emphasis on the building blocks of an animated scene, and the workflow from planning phase to final animation, with focus on shot design and blocking. The project assignments will be introduced through hands-on demos and lectures and will be completed by work done in class and continued at home. Short films and scenes of feature animated and live action feature film will be used to illustrate the many concepts studied in this class.

Course Goals

- Further develop your understanding of and sensitivity to the principles of animation in a 3D medium.
- Re-emphasize 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.
- Encourage the student to explore and pursue art outside the scope of the class.

Course Learning Outcomes (CLO)

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

- Understand well the Maya workflow, and how to take a shot from design to final phase.
- Know how to block a shot using stepped and/or copied pairs techniques.
- Convey convincing weight, timing, and attitude in body mechanics.
- Know how to apply the traditional principles of animation in order to produce a believable performance.
- Introduce storytelling and character development to the scenes.

Required Text

The Animator's Survival Kit, Richard Williams: <https://www.amazon.com/Animators-Survival-Kit-Principles-Classical/dp/086547897X/>

Other Readings

Other texts and readings will be provided as the course progresses.

Other technology requirements / equipment / material

- A 3-button mouse (needed to control Maya properly)
- An external drive for storing data; (8 GB minimum recommended)
- Sketch book and pencils for drawing and note taking.
- Maya 2020+ installed on your computer (or you can use the remote login system).
- You will be required to shoot video reference for some of the assignments. Please be prepared to do so, making sure you have something to record video (most modern cell phones are just fine).
- You will need the ability to perform a simple film editing on your shots. I recommend Premiere Pro, available as part of the Adobe Creative Cloud (free for our students).
- RIGS: Body Mechanics Mega Pack from this site: <https://gumroad.com/l/xhRK/>

Attendance

The class will meet promptly at 3:00pm online through Zoom. Every class will require the students to be sure all devices are working, and assignment or project progress should be ready for review on Syncsketch. Students are expected to attend class regularly. Lateness of over 15 minutes counts as an absence. Students with 3 or more consecutive non-justified absences will most likely fail the class – in three weeks we will cover a lot of ground and if you miss three consecutive weeks of classes it will be very difficult to catch up later. Please send me an email (preferably in advance) if you are unable to attend class.

A series of animation assignments, in-class exercises, in-progress grade checks, and weekly drawings will be assigned throughout the semester. All FINAL animation assignments must be posted to the class server ONE HOUR BEFORE CLASS for grading. In-class assignments and in-progress grades will be submitted during class. All animation work must be exported as .mov files. Students are responsible for previewing the animation file before posting to the server to ensure it plays correctly across platforms.

Labeling Work:

- Folders Formatted: “LastName_FirstName_FolderName” ex: Smith_John_Animation Tests
- Video File Formatted: “LastName_FirstName_TestName” ex. Smith_John_Brick Drop.mp4
- Assignment Formatted: “LastName_FirstName_AssignmentName” ex: Smith_John_Animatic

Grading Policy

There will be weekly assignments and required readings. Students should complete the weekly assignments and have them assembled as a progress reel at midterm, and then again at the end of the semester. Both the midterm and final reels will be graded, as well as participation in class. Grades will reflect a student's overall engagement with the course material from throughout the term, as determined by factors such as the quality and creativity of assignment work, class participation, progress and effort.

Students are expected to complete and hand in every assignment for the course. Deadline for assignments will be strictly observed. **STUDENTS ARE RESPONSIBLE FOR KEEPING A DIGITAL COPY OF ALL SCENES AND ASSIGNMENTS. PLEASE BACKUP YOUR WORK OFTEN.**

Grades will reflect a student's overall engagement with the course material from throughout the term, as determined by factors such as the quality and creativity of assignment work, class attendance, class participation, progress and effort. Students are responsible for maintaining an updated record of all completed assignments.

Grading breakdown

Grades are given in points, but weighted for final grading accordingly to assignment group:

All Animation Projects account for a total 60% of your total grades

- Project 1 (Step to side): 10 points
- Project 2 (Jump): 10 points
- Project 3: (Throwing something): 10 points
- Project 4: (Choose your Scene) 10 points

All weekly Poses and Quick Studies scenes account for 20% of your grade:

- Poses: 10 points
- Quick Studies: 10 points

Participation accounts for 10% of your total grades:

- Effort and Participation: 10

Your final class reel compilation of all work done for this course accounts for 10% of your final grades:

- Final reel: 10 points

Incomplete Grade Policy

Students will only be granted an incomplete grade if they are going through exceptional situations that required them to miss a majority of the classes, or important class milestones, for example: experiencing a compelling family emergency and/or life crisis. If you receive an incomplete you must fill out the proper paperwork and

then complete the work on your own, having one year to submit all final materials for consideration or your grade reverts to an FG.

<p>Grading Percentage Breakdown</p> <p>94% and above = A</p> <p>93% - 90% = Aminus</p> <p>89% - 87% = Bplus</p> <p>86% - 84% = B</p> <p>83% - 80% = Bminus</p> <p>79% - 77% = Cplus</p> <p>76% - 74% = C</p> <p>73% - 70% = Cminus</p> <p>69% - 67% = Dplus</p> <p>66% - 64% = D</p> <p>63% - 60% = Dminus</p> <p>below 60% = F</p>	<p>Please note:</p> <p>A = Excellent or Superior; or top 10% (93 to 100) = 4.0</p> <p>B = Above Average; or second 10% (83-92) = 3.0</p> <p>C = Average; or third 10% (77-82) = 2.0</p> <p>D = Below average, minimum passing grade (69-76); or fourth 10% = 1.00</p> <p>F = Failure or Exceptionally Poor; or bottom 60% (0-68) = 0.00</p>
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Students can consult their grades on Canvas for this class on an ongoing basis.

Online Class Protocol

- Students must arrive to class on time with materials ready to work.
- Cell phones must be silenced.
- Turn your camera on, and keep it on during classes as much as possible
- Use your real name in your zoom screen (First name only is ok)
- Use Chat window sparsely, only when necessary
- Be courteous and helpful to others, keep private conversations quiet on the chat
- Please schedule office hours if you need help

Remote Access to SJSU's computer lab:

If your computer doesn't meet hardware requirements to run Maya 2020, you have the option to use the computer labs on campus via remote login. All the information about remote login can be found here: https://docs.google.com/spreadsheets/d/1NcOHP7yYEHvfhAiWnZqHNqRo7TjrnQdwHZV8WKesI/edit?sp=s_haring . Please revise all the documents on the folder and let your instructor know if you have any questions.

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.

Academic integrity

Your commitment, as a student, to learning is evidenced by your enrollment at San Jose State University. The University Academic Integrity Policy S07-2 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 <http://www.sjsu.edu/studentconduct/>.

Plagiarism

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.

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 161 Spring 2022 Course Schedule

Schedule subject to change with notice through class meetings and Announcements in Canvas.

Course Schedule

Week	Date	Topics, Readings, Assignments, Deadlines
1	1/26	First Day!! Introductions, syllabus review, software prep, and class expectations.
2	1/31	Project 01: Magician - timing practice https://ani161.wordpress.com/2020/01/14/assignment-01/ Project 02: Magician touching hat. Instructions here: https://ani161.wordpress.com/2020/01/17/magician-scene/
2	2/2	Assignment 01: https://ani161.wordpress.com/category/assignments/assignment-01/
3	2/7	Project 03: Step to the Side or Turn Around. Work on the “part 01” section, instructions here: https://ani161.wordpress.com/2020/01/17/step-to-the-side-or-turn-around/
3	2/9	Assignment 02: https://ani161.wordpress.com/2020/01/14/assignment-02/ Project 03: Step to the Side or Turn Around. Work on the “part 02” section, instructions here: https://ani161.wordpress.com/2020/01/17/step-to-the-side-or-turn-around/
4	2/14	Project 03: Step to the Side or Turn Around. Work on the “part 03” and “part 04” section, instructions here: https://ani161.wordpress.com/2020/01/17/step-to-the-side-or-turn-around/
4	2/16	Assignment 03: https://ani161.wordpress.com/2020/01/16/assignments-03/
5	2/21	Project 04: Jumps, week 01
5	2/23	Assignment 04: https://ani161.wordpress.com/2020/01/16/assignment-04/
6	2/28	Project 04: Jumps, week 02
6	3/2	Assignment 05: https://ani161.wordpress.com/2020/01/16/assignment-05/
7	3/7	Project 04: Jumps, week 03
7	3/9	Assignment 06: https://ani161.wordpress.com/2020/01/16/assignment-06/
8	3/14	Throwing Scene: “week 1”: https://ani161.wordpress.com/2020/01/17/throwing/
8	3/16	Assignment 07: https://ani161.wordpress.com/2020/01/16/assignment-07/
9	3/21	Throwing Scene: “week 2”: https://ani161.wordpress.com/2020/01/17/throwing/
9	3/23	Assignment 08: https://ani161.wordpress.com/2020/01/16/assignment-08/
10	3/28	SPRING BREAK – No class
10	3/30	SPRING BREAK – No class
11	4/4	Throwing Scene: “week 3”: https://ani161.wordpress.com/2020/01/17/throwing/

11	4/6	Assignment 09: https://ani161.wordpress.com/2020/01/16/assignment-09/
12	4/11	Throwing Scene: “week 4”: https://ani161.wordpress.com/2020/01/17/throwing/
12	4/13	Assignment 10: https://ani161.wordpress.com/2020/01/16/assignment-10/
13	4/18	Group project “week 01”: https://ani161.wordpress.com/2020/01/17/group-sequence/
13	4/20	Assignment 11: https://ani161.wordpress.com/2020/01/16/assignment-11/ Work on group project in class.
14	4/25	Group project “week 02”: https://ani161.wordpress.com/2020/01/17/group-sequence/
14	4/27	Work on group project in class.
15	5/2	Group project “week 03”: https://ani161.wordpress.com/2020/01/17/group-sequence/
15	5/4	Work on group project in class.
16	5/9	Group project “week 04”: https://ani161.wordpress.com/2020/01/17/group-sequence/
16	5/11	Work on group project in class.
17	5/16	Group project “week 05”: https://ani161.wordpress.com/2020/01/17/group-sequence/
Final Exam	5/24	12:15p-2:30pm Final reels due, celebration time!!

This course is copyrighted

“This course material was developed by Prof. Raquel Coelho, it 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, websites, course materials, syllabus, questions, lecture notes, or homework solutions without instructor consent.”

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.”