

San José State University
Animation/Illustration – Department of Design
ANI 199, ANI Senior Project, Section 03, Spring 2022

Course and Contact Information

Instructor:	David Yee
Office Location:	Online
Telephone:	NA
Email:	David.yee@sjsu.edu
Office Hours:	Mon/Wed 11am-12pm by appointment only
Class Days/Time:	Friday 9am-2:50pm
Classroom:	Zoom
Prerequisites:	ANI 198

Course Format

Important Web Pages and Class Messaging

ANI Program Google group (mandatory for ANI students): www.shmgoogle.com
BFA 2022 Google Folder: Will be emailed to students
Class Zoom Link: Will be emailed to students

Course Description (Required)

ANI 199 B.F.A. Senior Project is the second of a two-course sequence that constitutes the capstone for the BFA in Art: Animation/Illustration. Students will undertake and complete assignments that demonstrate professional competence in their area of concentration. Students will also be required to complete a BFA Thesis Project and contribute to group projects (film and game), which will require committed, collaborative work during all phases of production.

Course Goals (Optional)

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

Course Learning Outcomes (CLO) (Required)

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

1. Demonstrate professional competence via an individual, comprehensive portfolio or reel and in a public exhibition in one of the following four areas: Visual Development, Story, Modeling, or Animation.

2. Follow through a complex visual project in their discipline, in a manner similar or equivalent to standard industry workflow and practice, and at a similar level of quality.
3. Solve complex illustrative, modeling, animation, or story projects requiring significant research, critical analysis, and high-level visual communication and design skills.
4. Self-manage their time, efforts, and skills while working on complex multi-stage projects in such a way as to meet all deadlines with acceptable work.
5. Self-evaluate their work, and their strengths and weaknesses as they relate to studying visual development, animation, story, or modeling.

Required Texts/Readings (Required)

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.

Other Readings

Other technology requirements / equipment / material

- A powerful laptop (should be able to easily handle large files in Photoshop, i.e.: large, high DPI files with many layers and large brushes.)
- Adobe Photoshop (free license available to SJSU students)
- Storyboard Pro

Course Requirements and Assignments (Required)

The primary goal of this course is to prepare students—in their final academic year—for their professional career that will commence post-graduation. At this level, the goal of the instructors is to make ourselves superfluous to your decision-making as you transition into inexperienced professional status.

There will be weekly assignments, in-class assignments, mentoring, required readings, and events to attend. Additionally, as the ANI graduating class, you are expected to participate and conduct yourself in a way that serves as a positive role-model at all times for lower level students within the major. Students are expected to take notes on all classroom discussions and participate appropriately.

Students will complete all assignments and have assembled them as a demo reel or portfolio at the end of the semester. Not every assignment needs to be included in the final reel or portfolio, but that should be the student's aim. Both weekly assignments and the final demo reel/portfolio will be graded, as well as participation in class. Students are expected to complete and hand in every assignment for the course. Deadlines for assignments will be strictly observed.

For more detailed information about classroom activities, please refer to the handouts distributed for each weekly assignment. (Available on the class Google Group.)

“Success in this course is based on the expectation that students will spend, for each unit of credit, a minimum of 45 hours over the length of the course (normally three hours per unit per week) for instruction, preparation/studying, or course related activities, including but not limited to internships, labs, and clinical practica. Other course structures will have equivalent workload expectations as described in the syllabus.”

Final Examination or Evaluation

The class “final” will consist of a portfolio of the semester’s work, due at the end of the semester. Students must also fully participate and make meaningful contributions to their thesis group. Students must also participate in the BFA Gallery show.

Grading Information (Required)

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 not be excepted 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 within 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 criticisms 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 into 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, participation in BFA Gallery Process, etc.): 20%

Final Portfolio of Coursework: 40%

Final Portfolio of Thesis Work: 40%

Determination of Grades

- A statement of how grades will be determined for the course, including +/- grades if they are used.
- Extra credit options, if available.
- List of the percentage weight assigned to various class assignments.
- Penalty (if any) for late or missed work.

A grades indicate excellent work.

B grades indicate above average work.

C grades indicate average work.

D grades indicate below average work.

F grades are failing.

A plus = 100% to 97%

A = 96% to 93%

A minus = 92% to 90%

B plus = 89% to 87%

B = 86% to 83%

B minus = 82% to 80%

C plus = 79% to 77%

C = 76% to 73%

C minus = 72% to 70%

D plus = 69% to 67%

D = 66% to 63%

D minus = 62% to 60%

F = 59% to 0%

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.

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 (Required)

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.

ANI 199 Senior Seminar, SPRING 2022, Course Schedule

***Schedule subject to change (notice through email announcement)**

Course Schedule

Week (Optional)	Date	Topics, Readings, Assignments, Deadlines (If appropriate, add any extra column(s) to meet your needs.)
1	1/28/2022	Project #1 TV Pitch Bible: Brainstorm Ideas & Sketches
2	2/4/2022	Project #1 TV Pitch Bible: Refine Idea & Sketches
3	2/11/2022	Project #1 TV Pitch Bible: Viz Dev & Keyframe Roughs
4	2/18/2022	Project #1 TV Pitch Bible: Viz Dev & Keyframe Final
5	2/25/2022	Project #1 TV Pitch Bible: 1 st Pass Storyboards
6	3/4/2022	Project #1 TV Pitch Bible: 2 nd Pass Storyboards
7	3/11/2022	Project #1 TV Pitch Bible: Final Pass Storyboards
8	3/18/2022	Project #2
9	3/12/2022	Project #2
10	3/25/2022	Project #2
11	4/1/2022	SPRING BREAK
12	4/8/2022	Project #2
13	4/15/2022	Portfolio Revisions
14	4/22/2022	Portfolio Revisions
15	4/29/2022	Portfolio Revisions
16	5/6/2022	FINAL THESIS PRESENTATIONS
Final Exam	Friday 5/20/2022	7:15am-9:30am