Course and Contact Information

Instructor: Jeff Jackson
Office Location: Art 219
Email: Jeffrey.Jackson@sjsu.edu
Office Hours: By email appointment only
Class Days/Time: Sec 1: T/Th 6:00-8:50
Prerequisites: BA Design Studies or BFA Animation/Illustration majors only

Course Format

This course is will generally be divided into half lecture and half production. Class will begin promptly at 6:00 and current project topics will be discussed or demonstrated. After lecture, students will be given the opportunity to work on the material discussed in lecture.

Course Related Links

Canvas Section 3: https://sjsu.instructure.com/courses/1375033
Catalogue: https://catalog.sjsu.edu/preview_course_nopop.php?catoid=1&coid=159
MySJSU: https://one.sjsu.edu/
Google Drive: https://drive.google.com/drive/folders/1ELCo101s1xACwfu4iPS8e0xl_Li_0hFv
Animation/Illustration Page: https://www.sjsu.edu/design/design_programs/ai_design_program/
ShrunkenheadMan Page: https://www.shrunkenheadman.com/

Course Description

Introduction to the basic elements of animation and representation. Included are motion and animation exercises to understand mass, movement through space, and reaction to external forces. Progressing to other fundamental animation studies culminating in a short original film of each student’s creation.

Students are required to complete a series of exercises in kinetics, motion studies, and action analysis. ANI 31 introduces the professional skill set necessary for a career in the expanding industry of images for film, video, internet, software, gaming, and in print. ANI 31 incorporates learning and classroom strategies not used in most academic environments. Successful students will find it necessary to be self motivated and fully engaged in the material as well as demonstrate competent drawing skills, understand action analysis, and grasp the fundamental principles of physics and animation. Students will be expected to meet criteria established by the instructor, both their class peers and by industry professionals.

Course Goals

• Develop understanding of and sensitivity to the principles of animation
• Introduce 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.
Course Learning Outcomes (CLO)

By the end of this course, students will be able to:

• Identify the principles/elements of animation; Squash & Stretch, Anticipation, Staging, Follow Through & Overlapping Action, Secondary Action, Exaggeration, Solid Drawing, Appeal, Slowing In & Out, Arcs, Paths of Action, Volumes, Twinning, Strobing, and Silhouetting

• Incorporate the principles of animation into their animation projects

• Begin to convey convincing weight, timing, and attitude in their performances.

• Put the process of key pose, straight ahead, and inbetween animation into application

Required Texts


Other texts and readings will be provided as course progresses.

Technology requirements / equipment / material

Students will be required to use camera and mic enabled CPU or laptop with a tablet such as a Wacom Intuos Pro. https://www.wacom.com/en-us/products/pen-tablets/wacom-intuos-pro
These tools will be used to run the Adobe Suite available free to SJSU students. https://www.sjsu.edu/ecampus/teaching-tools/adobe/students/index.html
Students will need access to the internet to access Zoom meetings, post their work to Google Drive, send and receive emails and announcements.

Course Requirements and Assignments

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

A series of animation assignments, in-class exercises, in-progress grade checks, and weekly drawings will be assigned throughout the semester. A “B” grade will be awarded to submissions successfully exhibiting the assigned animation principles or criteria for the given project. All animation assignments and weekly drawings 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” ex: “Smith_John” Animation Tests

Formatted “Last name_First name_Test Name” ex. Smith_John_Brick Drop Quicktime .mov file,

Formatted “Last name_First name_Assignment Name” ex: Smith_John_Animatic

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 Project

Students will be given assignments and projects which will lead to a final project which will be shown on the Final Screening for the course.

Section 2 Final Screening:

Tuesday, May 24 5:15-7:30pm

Grading Information

Course Grade

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/%20static/catalog/policies.html

Add/drop deadlines can be found on the current academic calendar web page located at https://www.sjsu.edu/registrar/calendar/Fall-2020.php

The Late Drop Policy is available at https://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 https://www.sjsu.edu/advising/

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 by 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 complete excellent work. Students wishing to receive a B grade must turn in all assignments on time and complete above average work. Students wishing to receive a C grade must turn in all assignments on time and have average work, etc.

LATE WORK WILL NOT BE ACCEPTED

Arrangements must be made well in advance with the instructor for deadline extensions or none shall be granted. In most instances, the student will still have to turn in the work on time. All emergencies will be dealt with on an individual basis. Students with an unforeseen emergency must be prepared to furnish the appropriate paperwork justifying the absence from the class.

Course Assignment Schedules

Class deadlines will be assigned in class throughout the semester. Students will be responsible for keeping track of assignments and deadlines.

A plus = 1000 to 970 points
A = 969 to 940 points
A minus = 939 to 900 points
B plus = 899 to 870 points
B = 869 to 840 points
B minus = 839 to 800 points
C plus = 799 to 770 points
C = 769 to 740 points
C minus = 739 to 700 points
**Classroom Protocol**

The class will meet at promptly at 12:30pm 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. A series of animation exercises will be assigned. These exercises are the learning foundation of all animation. At the end of the semester, students are expected to demonstrate a complete understanding and execution of these fundamentals before enrolling in ANI 131

**University Policies**

Per University Policy S16-9 ([https://www.sjsu.edu/senate/docs/S16-9.pdf](https://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 [https://www.sjsu.edu/gup/syllabusinfo/](https://www.sjsu.edu/gup/syllabusinfo/).

**Rules of Conduct**

1. Be on time. Late arrivals disrupt the class. Don’t get stuck in the Waiting Room.
2. Turn off or silence your cell phone or other devices which will cause a distraction to you or the class.
3. Private conversations during lectures and class discussions are not permitted.
4. Mute unless you are asking a question or giving an answer.
5. Carry yourself in a professional manner. Do not log into class meetings in your pajamas or while in your bed. Make yourself presentable.
7. Keep cameras on during class unless told otherwise. Should you need to step away from your computer for a moment, turn off your camera but be sure to turn it on again when you return. Your participation grade involves participating.
8. Refrain from eating while in class/meeting.
9. Be prepared to share your screen, appropriately.
10. Use a virtual background and hide those dirty dishes piling up behind you.
   https://support.zoom.us/hc/en-us/articles/360045819512-Using-Virtual-Background-in-a-Zoom-Room

Course Schedule included on following page.
# ANI 31 Fall 2021 Course Schedule

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

## Course Schedule

<table>
<thead>
<tr>
<th>Week</th>
<th>Date</th>
<th>Topics, Readings, Assignments, Deadlines</th>
</tr>
</thead>
</table>
| 1    | 1/27 | First Day!  
Syllabus review, download Software, class expectations  
Get your supplies  
Install Software and make sure it works |
| 2    | 2/1  | Lecture: Animating in Animate  
Slow in/out Spacing exercise. |
| 2    | 2/3  | Work&Crit:Slow In/Out  
Read ASK p. 39-45 |
| 3    | 2/8  | Lecture: Progressive Ball Bounce  
Last Day to Drop Classes without a “W” Grade. |
| 3    | 2/10 | Work&Crit:Progressive Ball Bounce DUE:  
Reading: ASK p46-57 |
| 4    | 2/15 | Last Day To Add (Late Register)  
Lecture: Brick Drop |
| 4    | 2/17 | Work & Crit: Brick Drop |
| 5    | 2/22 | Lecture: Sack Drop  
DUE: Reading: ASK 61-68 Three ways to animate |
| 5    | 2/24 | Work & Crit: Sack Drop |
| 6    | 3/1  | Lecture: Paper Drop  
DUE: Reading: ASK p70-79 |
| 6    | 3/3  | Work & Crit: paper Drop |
| 7    | 3/8  | Lecture Basic Walks – No Arms  
DUE: Reading: ASK p84-95 |
| 7    | 3/10 | Work & Crit: Basic Walk  
DUE: Reading: ASK 102-109-117 |
| 8    | 3/15 | Lecture: Adding Arms forward and back |
| 8    | 3/17 | Work & Crit Basic Walk With Arms  
DUE: Reading: ASK 118-127 |
| 9    | 3/22 | Lecture: Character walks/strides  
Double Bounce, Skips, Sneaks, Limps etc.  
Shoot Reference |
| 9    | 3/24 | Workshop: Work in Class  
DUE: Reading: ASK 128-131 |
| 10   | 3/29 | Spring Break |
| 10   | 3/31 | Spring Break |
| 11   | 4/5  | Lecture: Hollywood Walk  
Come up with your own Halloween walk |
<table>
<thead>
<tr>
<th>Week</th>
<th>Date</th>
<th>Topics, Readings, Assignments, Deadlines</th>
</tr>
</thead>
<tbody>
<tr>
<td>11</td>
<td>4/7</td>
<td>Workshop: Work in Class&lt;br&gt;DUE: Reading: ASK 148-155</td>
</tr>
<tr>
<td>12</td>
<td>4/12</td>
<td>Work &amp; Crit Hollywood Walk</td>
</tr>
<tr>
<td>12</td>
<td>4/14</td>
<td>Corrections Hollywood Walk</td>
</tr>
<tr>
<td>13</td>
<td>4/19</td>
<td>Introduce Final Project&lt;br&gt;DUE: Reading: ASK 217-235</td>
</tr>
<tr>
<td>13</td>
<td>4/21</td>
<td>Veteran’s Day – Campus Closed</td>
</tr>
<tr>
<td>14</td>
<td>4/26</td>
<td>Storyboards/animatic. In class -Keys to time</td>
</tr>
<tr>
<td>14</td>
<td>4/28</td>
<td>Work In Class</td>
</tr>
<tr>
<td>16</td>
<td>5/3</td>
<td>First Pass Animation</td>
</tr>
<tr>
<td>16</td>
<td>5/5</td>
<td>Work In Class</td>
</tr>
<tr>
<td>17</td>
<td>5/10</td>
<td>Second Pass Animation</td>
</tr>
<tr>
<td>17</td>
<td>5/12</td>
<td>Last day of instruction&lt;br&gt;Workshop</td>
</tr>
<tr>
<td>Final Exam</td>
<td>5/24</td>
<td>5:15-7:30pm&lt;br&gt;Be sure final work is posted to Drive no less than 2 hours prior class start. Thanks for taking the class!</td>
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</tbody>
</table>