San José State University
Animation/Illustration – Department of Design
ANI 101, Course #21234 Visual Storytelling, Section 1, Spring 2020

Course and Contact Information

Instructor:	Elizabeth Briggs
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Office Hours:	M/W 11:30 - 12:00 pm
Class Days/Time:	Monday, Wednesday, 12:00 - 2:50 pm
Classroom:	Art Building Room 206
Prerequisites:	ANI 010, ANI 021; Declared Animation/Illustration Major

Course Format

This course uses a hybrid method of teaching. A hybrid course means that there are components of the course that are done in the classroom and other components that require using the online course management system. You must have access to a computer and the internet to be able to access the Canvas site. You may also use a tablet or your phone. Some assignments will be required to be turned in on Canvas, in which case you will need to have access to some basic software such as MS Office (MS Word) or some writing software, Adobe Acrobat (for making pdfs), and basic scanning software for scanning sketches to upload to the assignment portal.

Important Web Pages and Class Messaging

Course materials such as the syllabus, assignment handouts, reading, grading, etc. may be found on the course Canvas website. You may find your link to this website on MySJSU, along with your login/password info. You are responsible for regularly checking with the messaging system in Canvas for course updates, assignments, etc. All class correspondence and grading will be managed through the class Canvas site. If you do not check Canvas often, you should set up your email forwarding to forward all class correspondence to your preferred email address. Key topics to check on Canvas are the Calendar, Announcements, Assignments, Reading, and Grades. Any last minute updates will be posted to Announcements, the entire semester schedule is detailed in the Syllabus and Calendar, and your progress in the course can be tracked through Grades. Please view Canvas as a tool for Active Learning.

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

Course Description

Basic principles of animation and illustration stressing composition, sequential visual storytelling, value drawing and other visual art techniques utilized by professionals in the screen arts industry.

Course Focus

The focus of Introduction to Animation/Illustration is acquiring foundational skills to understand visual and sequential storytelling, composition, five-act structure along with plot and genre. We will also explore the fundamentals of character design and creation including archetypes.

Students develop keen observation skills through pen and ink exercises, master studies and illustrations. They will also learn how to conduct a photo shoot to create photo reference and then implement the reference into their original comic storyboard. Students will also study the fundamentals character design by creating an original character that will then inform sculpting a maquette and be assist in the final sequential project.

Course Goals

At the end of the course, students will have an understanding of how to develop a story as well as a character from inception to final finish. Students should thoroughly understand sequential storytelling through 1, 3 and multi-panel art forms. The semester's processes will include creating thumbnails, reference and composition studies to develop and support the creation of final work. Students will also develop a scale model (maquette) of an original character and then use that to assist in visualizing space and form that do not exist for the final sequential project.

Course Learning Outcomes (CLO)
Upon successful completion of this course, students will be able to:

- o Demonstrate the ability to create an illustration from concept to finished artwork using traditional illustration process, including brainstorming, thumbnails, sketching, taking photo reference, drawing, and final.
- o Recognize the elements of visual composition and incorporate them into an illustration.
- o Recognize the importance of storytelling and apply storytelling concepts to original ideas.
- o Describe the basic principles of story structure.
- o Analyze and critique the content and quality of peer work.
- o Implement PROFESSIONAL PRACTICES such as project management, time management, setting goals, and making deadlines.

Required Texts/Readings, Equipment, Materials

Textbook

There are no required textbooks.

Recommended Reading

- *Prepare to Board! Creating Story and Characters for Animated Features and Shorts*, Nancy Beiman

- *Understanding Comics*, Scott McCloud

- *The Visual Story, Second Edition: Creating the Visual Structure of Film, TV and Digital* (Bruce Block)

- *Invisible Ink*, Brian McDonald http://invisibleinkblog.blogspot.com

Materials / Equipment / Technology Requirements

A supply kit will be available for purchase before the first day of class. This kit has been assembled especially for this class and is a specially negotiated price with a heavy discount. The kit includes many of the consumables below. A separate message will be provided to learn about how and when to purchase.

- Pencils & Pens – Blue Col-Erase Pencil, Graphite Pencils 2B, 6B, Sharpie Marker
- Black India Ink (Dr. Martin Bombay Black)
- Crow Quill Pen & Nibs
- 18" metal cork back ruler
- Low tack art/masking tape
- Paper: 11x14 Bristol Board Pad Vellum Surface, 11x14 Tracing Paper Pad
- 5.5x8.5" sketchbook
- Computer with Adobe Photoshop, access to a flatbed scanner, access to printer
- Digital Photography tool (cell phone or digital camera)
- Printer or copy paper
- Rapidograph or micron pens (not included in kit)
- Portable LED light box is highly recommended (not included in kit)

The student is expected to have a laptop computer which they should to bring to class daily unless otherwise advised. Students will also have access to the Adobe CC suite for free with enrollment in the course.

Course Requirements and Assignments

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

Students are required to submit two final projects to pass the course. More information about those assignments are available on the Canvas course site. The due dates for those projects are on the final date determined by the University. The student will not pass the course if they fail to submit their final projects.

Grading Information

Grading Policy

Students will be graded first and foremost on the quality of your work. You are expected to complete and turn in each assignment on the due date specified in class. By turning in work late or unfinished, you will automatically receive a lower or failing grade.

It is understandable that each student will have a different level of skill and experience. Those who have elementary skills are expected to work hard and show progress to achieve satisfactory results. Making a sincere effort to learn and improve over the semester will be taken into consideration when calculating final grades.

Project Weight Breakdown

Projects, Homework, Final 90%
Class participation 10%

Class Participation

Students are expected to arrive on time to class and conduct themselves in a professional manner. Your class participation will be assessed on your attention and contribution to one-on-one and group critiques and on how you spend your time in class, working on assignments.

Late Policy

There are no make-up assignments. All assignments must be completed on the due date specified. There is a short grace period intended to accommodate emergencies. Work not completed by the end of the grace period will be assigned a failing grade. Late work will be accepted only if prior arrangements have been made with the instructor. Students must make these arrangements a minimum of 24 hours before the due date. Please note that emails and voicemail messages do not constitute a prior arrangement.

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%

Classroom Protocol

1. Be on time. Late arrivals disrupt the class.
2. Turn off your cell phone.
3. Private conversations during lectures and class discussions are not permitted.
4. No aromatic foods are allowed in any of the classrooms.
5. Classes are crowded. Please be attentive to your personal hygiene.
6. Fill the front seats first.
7. No headphones during class.

8. No checking email or using laptops for any activity not related to the class.
9. No spray mount or fixative spraying in the class.
10. Use the trash cans in the rooms, hallways, and restrooms.
11. Do not dump toxic wastes in restroom sinks. Use the recycling drums upstairs.
12. Clean the sinks if you use them for your project clean ups. Do not discard paints in the sink. Do not discard paper towels on the floor.
13. Do not use the table tops as a cutting surface.
14. Do not leave valuable items unattended.
15. Do not leave the classroom without cleaning your area.

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/

"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 athttps://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 101, Course #21234 Visual Storytelling, Section 1, Spring 2020, Course Schedule

The schedule is subject to change with fair notice verbally or through Canvas.

Course Schedule

Week	Topics, Readings, Assignments, Deadlines
1	Intro: Expectations, Syllabus, Introductory Lecture #1. Assignments: #1 Storytelling Selfie, #2 Crow Quill Pen Exercises. Demo: Crow Quill Pen. Lecture #2 Plot & Genre. Begin Assignment #3 Masterwork: Pencil Trace.
2	Focus: One Panel Story Event Illustration. Due: #4 Story Event Worksheet, #3 Masterwork: Final Ink.
3	Assignments: #5 Story Event Initial Concepts, #6 Onion Headline. Discuss & prepare for Photo Reference Day, #7 Story Event Half Size Tight Pencil Comp. 1st Movie Review.
4	Assignments: #8 Story Event Pencil Full Size, #9 One Panel Story Event Illustration Final Ink. Lecture #3 Sequential Storytelling (1, 2 & 3 Panel Forms).
5	Focus: Short Version Sequential Storytelling. #10 Copy a Comic Strip, #11 Three Panel Photo Comic Strip. Lecture #4 Cinematic Composition.
6	Assignments: #12 Three Panel Original Comic Strip Sketches, process and photo reference. 2nd Movie Review.
7	Focus: Long Version Sequential Storytelling. Assignments: #13 Scene Breakdown & Story Event Worksheet, #14 Story Event Thumbnails.
8	Assignments: #15 Story Event Script, #16 Sequence & Panel Frame Plan.
9	Assignments: #17 Rough Page Layout Plan, Photo Shoot & Reference Planning, Master Photo Shot List. 3rd Movie Review. Photo Shoot Day: Shoot photo reference for Full Page Comic.
	Spring Break, Campus Closed, No Class
10	Share all Photos, Compile reference in Photoshop in layout to scale, Plan Speech bubbles. Assignments: #18 Tight Pencil Comps.
11	Assignments: #19 "The Beast" Final Due. Focus: Introduction to Character Design. Lecture#5 Intro to Character: Archetypes.
12	Assignments: #20 "All in the Family" Thumbnails, #21 Original Character Matrix, #22 "All in the Family" Final Pose, #23 Original Character Thumbnails. 4th Movie Review
13	Overview of Maquette Creation. Assignments: #24 Original Character Refinements. #25 One Character 360 Lineup & Emotions, #26 Character Armature Skeleton.
14	Work on Maquette, Introduce Final #29 Story Sequential Story Project: Discuss Steps. Continue #27 Final Maquette, #28 Emperor Refinements Due.
15	Individual Consultations, Work on Maquette & Final Sequential Story Project. 5th Movie Review.
Final Exam	Final Projects Due: #27 Final Maquette & #29 Final Story Event Illustration. Present to class.