

San José State University
Animation/Illustration – Department of Design
ANI 101, Visual Storytelling, Section 4, Spring 2020

Course and Contact Information

Instructor:	Angela Wu
Office Location:	Art 219
Telephone:	(408) 924-4640
Email:	angela.wu@sjsu.edu
Office Hours:	TU/TH 11-11:30am by email appointment only
Class Days/Time:	TU/TH 8-10:50am
Classroom:	Art 243
Prerequisites:	ANI 012, ANI 024 ; Allowed declared Animation major only

Course Format

Important Web Pages and Class Messaging

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 Learning Outcomes (CLO)

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

- 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.
- Recognize the elements of visual composition and incorporate them into an illustration.
- Recognize the importance of storytelling and apply storytelling concepts to original ideas.
- Describe the basic principles of story structure.
- Analyze and critique the content and quality of peer work.
- Implement PROFESSIONAL PRACTICES such as project management, time management, setting goals, and making deadlines.

Required Texts/Readings

There are no required texts. Recommended books will be discussed during class.

Other technology requirements / equipment / material

Below is a list of supplies needed for this class.

Crowquill nibs and holders
Black India Ink
Pencils and Pens
Heavyweight Color Copy Paper
Drawing Paper
Sketchbook
Tracing paper

Laptop
Adobe Creative Suite
Access to a camera, printer and scanner

Course Requirements and Assignments

The [University Policy S16-9](http://www.sjsu.edu/senate/docs/S16-9.pdf), *Course Syllabi* (<http://www.sjsu.edu/senate/docs/S16-9.pdf>) requires the following language to be included in the syllabus:

“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

Friday, May 15	0715-0930
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Grading Information

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

Specific assignments will be given throughout the semester. Students are required to complete assigned work to a satisfactory level in a timely manner.

Late work will not be accepted.

Grade Breakdown:

Homework: 30%
Midterm Portfolio: 20%
Final Project: 10%
Final Portfolio: 30%
Class Participation: 10 %

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

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>

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 101 SP 2020 Course Schedule

Schedule subject to change

Course Schedule

Week	Date	Topics, Readings, Assignments, Deadlines
1		
1	1/23	First day of class, class overview
2	1/28	Pen and Ink with Croquill
2	1/30	Ideation
3	2/4	Translating Reference
3	2/6	Inking Tips
4	2/11	Composition
4	2/13	Camera Angles/Shot Variation
5	2/18	Reference Shoot
5	2/20	Value Simplification
6	2/25	Inking Studies
6	2/27	Inking Studies
7	3/3	Story and Character
7	3/5	Story and Character
8	3/10	Comic Book Concerns
8	3/12	Comic Book Concerns
9	3/17	Graphic Novel Adaptation
9	3/19	Graphic Novel Adaptation
10	3/24	Portfolio Prep
10	3/26	MIDTERMS
11	3/31	SPRING RECESS
11	4/2	SPRING RECESS
12	4/7	Story Pitches
12	4/9	Story Pitches
13	4/14	Fairy Tale Reboot Rough Panel Pass

Week	Date	Topics, Readings, Assignments, Deadlines
13	4/16	Fairy Tale Reboot Rough Panel Revisions
14	4/21	Fairy Tale Reboot Referenced Sketches
14	4/23	Fairy Tale Reboot Referenced Sketches Revisions
15	4/28	Fairy Tale Reboot Final Pencils
15	4/30	Fairy Tale Reboot Final Pencils Revisions
16	5/5	Fairy Tale Reboot Final Inking
16	5/7	Last Day of Class
Final Exam		8am class <div>Friday, May 150715-0930</div>