

San José State University
Animation/Illustration – Department of Design
ANI 132, 2D Animation III, Section 02, Spring 2020

Course and Contact Information

Instructor:	Angela Wu
Office Location:	Art 219
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Office Hours:	TU/TH 11-11:30am by email appointment only
Class Days/Time:	TU/TH 12:00 - 2:50pm
Classroom:	Art 218
Prerequisites:	ANI 114; Allowed declared Animation majors only.

Course Format

Important Web Pages and Class Messaging

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

Course Description

Demonstrate understanding of animation principles through the completion of a series of advanced exercises.

Course Goals

- Develop further understanding of and sensitivity to the principles of animation introduced in ANI 114
- Develop understanding of film making process
- Reinforce 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:

- Demonstrate the principles/elements of cinematography; Wide shots, medium shots, close up shots, 180 rule, eye trace, visual continuity, significance of camera placement, visual clarity
- Exhibit an understanding of story design and structure

- Incorporate the steps of the production process into the completion of an animated short film; Concept, storyboard, animatic, character design, model sheets, character/background layouts, rough animation, in-between, tie-down, video and audio editing

Required Texts/Readings

Textbook

The Animator's Survival Kit, Richard Williams, ISBN: 0-571-20228-4

Disney Animation: The Illusion of Life, Frank Thomas and Ollie Johnson ISBN 0-7868-6070-7

Other Readings

Drawn to Life: 20 Golden Years of Disney Master Classes: Volume 1&2 by Walt Stanchfield Character Animation Crash Course! Eric Goldberg ISBN - 1879505975

Layout and Design, Brian Lemay

Advanced Layout and Design, Brian Lemay

Edward Moyerbridge Complete Human and Animal Locomotion, Vol I, II, III

Vilppu Drawing Manual, Glen Vilppu, ISBN 1-892053-03-9

Sketching on Location, Glenn Vilppu

Acting for Animators, Ed Hooks, ISBN 0-325-00580-X

Other technology requirements / equipment / material

Laptop

Digital Drawing Tablet and Stylus

Toon Boom Harmony

Adobe Flash, Premiere, and AfterEffects

SJSU students have access to Adobe software for free and can find download information here:

<http://www.sjsu.edu/ecampus/teaching-tools/adobe/index.html>

Animation Links

<http://www.cartoonbrew.com>

<http://www.awn.com>

www.animationmagazine.net

Animation Supplies

<http://www.cartooncolor.com>

www.cartoonsupplies.com

<http://www.lightfootltd.com>

Spartan Book Store (animation peg bars)

AS Print Shop (Animation Paper)

Course Requirements and Assignments

Students will generally have deadlines due every class meeting. These include pre-production assignments in preparation for the 30-second film due at the end of the semester, as well as animation progress.

Students are also required to complete additional drawing or animation projects other than the animation projects.

These assignments may be, but are not limited to, figure drawing, animal drawing, and sketching on location.

“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

Your final exam will be the submission of your completed animated short.

Grading Information

A series of pre-production assignments, animation deadlines, and drawing assignments will be assigned throughout the semester.

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

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 according to ascribed deadlines. In keeping with established professional standards any work missing the deadline or not following directions 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.

Determination of Grades

Failure to follow submission specifications will result in no credit

- All class submissions must be formatted “Last name_First name_Submission Name” ex. Smith_John_Layouts
- Video submissions must be H264 compression
- Drawing Submissions must meet the minimum number of studies and be clear scans/photos in the correct orientation

Failure to complete your film will result in a failing grade

- All animation must be fully in-betweened on twos
- All scenes must have background layouts
- All films must have title and end credits
- All films must have sound

Deadlines and participation

In order to receive credit for deadlines, students must submit assignments by the time specified and follow all submission guidelines. In order to receive credit for participation, students must arrive to class on time at the beginning of class and after breaks, and be prepared to work in class.

Deadlines

- 1 missed, late, or incorrectly submitted deadline – minus 1%
- 2 – minus 2%
- 3 – minus 3%
- 4 – minus 4%
- 5 – minus 5%
- Etc. up to a maximum of minus 10%

Students will be granted three opportunities to arrive late, to account for traffic, weather, and unforeseen circumstances. After which they will be docked as follows:

Participation

- 4 infractions – minus 1%
- 5 infractions – minus 2%
- 6 infractions – minus 3%
- 7 infractions – minus 4%
- 8 infractions – minus 5%
- Etc. up to a maximum of minus 10%

COURSE GRADE

The final grade will be based on:

- 30% - Midterm: Animatic, Model Sheets, Layouts, Shot Management Sheet, and Production Schedule
- 50% - Final Film
- 10% - Deadlines
- 10% - Class Participation

Extra Credit

Attending program events will increase your final grade. A photo must be posted in the appropriate folder for proof.

Eligible events include: 14F, studio/guest presentations, Entertainment Design Speaker Series events, and any others specified by your instructor. Students attending five or more events will earn an extra final grade percentage:

- 1 to 4 events = no extra credit
- 5 events = 5% extra credit
- 6 events = 6% extra credit
- 7 events = 7% extra credit
- Etc. up to a maximum of 10% extra credit

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.
- Use of the projector/sound system are prohibited outside of class

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	Story Pitches
2	1/30	Story Pitches
3	2/4	Shots and Shot concepts
3	2/6	Storyboards
4	2/11	Animatics
4	2/13	Animatics
5	2/18	Animatics
5	2/20	Animatics/Character Design
6	2/25	Character Design
6	2/27	Character Design
7	3/3	Model Sheets
7	3/5	Model Sheets
8	3/10	Layouts
8	3/12	Layouts/Reference Shoot
9	3/17	Layouts
9	3/19	Layouts
10	3/24	Portfolio Prep
10	3/26	MIDTERMS
11	3/31	SPRING RECESS
11	4/2	SPRING RECESS
12	4/7	1st 25% Keys and BDs
12	4/9	Finished 1st 25% Animation
13	4/14	2nd 25% Keys and BDs

Week	Date	Topics, Readings, Assignments, Deadlines
13	4/16	Finished 2nd 25% Animation
14	4/21	3rd 25% Keys and BDs
14	4/23	Finished 3rd 25% Animation
15	4/28	4th 25% Keys and BDs
15	4/30	Finished 4th 25% Animation
16	5/5	Animation Revisions
16	5/7	Last Day of Class
Final Exam		FINAL EXAM: Wednesday, May 13 0945-1200 Finished Films Due