

San José State University
Animation/Illustration – Department of Design
ANI 175_01 Professional Practices in Entertainment Design

Animation

Course and Contact Information

Instructor:	Raquel Coelho
Office Location:	ART 223
Telephone:	Email only please
Email:	Raquel.Coelho@sjsu.edu
Office Hours:	Thursday Thur 11am to 12pm
Class Days/Time:	Thursday Tuesday 8am to 10:50am
Classroom:	ART 224 (Mac Lab)
Prerequisites:	Passage of mid program Portfolio review and ANI 128b

Course Format

Important Web Pages and Class Messaging

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

Assignments, announcements, files and grades will be posted on Canvas

Assignments should be uploaded weekly on SyncSketch.com

We have a class site that should be consulted weekly for assignments and content:

<https://3ddialogue.wordpress.com/>

Course Description

This course will focus on understanding and practicing animation in dialogue shots for 3D characters, with special attention for body language, facial and hand expressions, thought process and acting.

Course Goals

The goal of this course is to give students the ability to animate shots where we see a character speaking, and give the illusion of emotion and thought process.

Course Learning Outcomes (CLO)

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

1. CLO#1: animate a shot with a character speaking and showing thought process and emotion
2. CLO#2: correctly use body language, facial and hand expressions in their scenes
3. CLO#3: have a better understanding of acting by analyzing live action films, and apply some of it in their own scenes.

Required Texts/Readings

Required book:

1. The Artist's Complete Guide to Facial Expressions; Author: Gary Faigin;

Publisher: Watson-Guption Publication

ISBN-10:0823004325

ISBN-13:978-0823004324

(available through [Link+](#))

Suggested books:

Emotions Revealed: Recognizing Faces and Feelings to Improve communication and Emotional Life;

Author: Paul Ekman; Publisher: Hold Paperbacks. ISBN 0805083391

(available through [Link+](#))

Facial Expressions – A visual Reference for Artists;

Author: Mark SiThursday

Publisher: Watson-Guption Publication Harvard Business Review,

ISBN-10:0823016714

ISBN-13:978-0823016716

(available through [Link+](#))

Acting for Animators: A Complete Guide To Performance Animation; Author: Ed Hooks; Publisher: Heinemann
Drama

ISBN-10: 0415580242 ; ISBN-13: 978-0415580243

(available at the Martin Luther King Library)

Other technology requirements / equipment / materials

A sketch book, pencils or pens to take notes. A laptop with Adobe Suite installed will be required.

An external drive to backup your files (should be brought to everyclass)

Please install Filmic Pro in your cel phone (or other app that shoots video at 24fps)

Table mirrors (the type we have in the computer lab). We recommend Sax Free-Standing and Single-Sided Self-Portrait Mirror - 8 1/2 x 11 inches (aprox \$10)

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

A final project will be required for this course. The final project will consist of a group project showing a character animation sequence designed, storyboarded, animated and lit by each group.

Grading Information

Specific Assignments and instructions will be given in class. There will be weekly assignments, readings and critique of student work. Some assignments may require group work. Presence in class is essential since most projects will be collaborative and require presence in class for group meetings, reviews, critiques and discussions.

Projects: Students will complete a series of small assignments, and one major collaborative project. Each will require the student to respond to a proposed narrative (text, story idea, or storyboards) with a prescribed combination of visual research, supporting organizational assets (planning on paper, video reference) and original artwork (storyboards, designs, animated scene) Guidelines, techniques, strategies and further details will be provided by instructor. The major collaborative project will serve as the course final.

Grade will be determined following this formula:

Project 1: 20 %

Project 2: 20 %

Project 3: 20 %

Final Class reel: 30 %

Participation, effort, engagement with course materials: 10 %

OBS: Student will only be granted an incomplete grade if they are going through exceptional situations that required them to miss a majority of classes, or important class milestones, for example experiencing a compelling family emergency and/or life

crisis. If you receive an incomplete you have to complete the work on your own and have one year to submit all final materials for consideration or your grade reverts to an FG.

Determination of Grades

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.

Academic Integrity policy (Academic Senate Policy F15-7) and Plagiarism policy

"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.

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/>

Assignment Policies

PRESENTATION AND FORMAT

All animation scenes should start, from blocking, with a set composition including a camera with aim, and should be presented in the correct aspect ratio (HD720). Please consider your composition carefully, and make sure the camera angle and staging is adequate to the scene you have in mind. **From day one I want to see playblast movies from the correct camera angle.** All Maya **final assignments** (including poses, quick studies and animations) should be rendered in the due date in HD 720 aspect ratio. They should include shadows and be well presented, with the character in high res (smooth skin) and with appropriated lighting.

please note: WIP passes do not need to be fully rendered (such as blocking and refining passes). But please always fully render your final passes.

PROJECTS, FILE ORGANIZATION AND NAMING CONVENTION

Please use Maya to create a project for each animation project you will be working on. Your files will be organized within the folders created by Maya. When working on the lab, just copy your project directory to the computer in the lab, open Maya and “set project” to your folder. Work on your scene, and copy the project back to your flash or external drive.

Keep your files organized and name them with your firstNameLastName. Use numbers to save different versions of your animation – this way you can go back to a previous version if one version gets corrupted, preventing you from losing work. The best way to do that is using the automatic “incremental save” in Maya.

BACK UP YOUR WORK

Back up often. You should have always a copy of your projects in your flash or external drive, and in your own desktop or laptop computer. If you have some extra cash, you may want to invest in a dedicated external drive for backing up your scenes. It's never a bad idea to be on the safe side with your data! **YOU ARE SOLELY RESPONSIBLE FOR KEEPING COPIES OF ALL OF YOUR FILES FOR THIS CLASS** – please keep Maya scenes and movie files for all assignments.

DEADLINES

Deadlines for all assignments will be strictly observed. Try your best to complete projects within the deadline. Assignments are planned with a specific deadline in mind for a reason. Please keep the deadlines in mind when organizing your homework schedule. This class requires a minimum of 10 hours a week dedicated to homework. Any less than that will hurt the quality of your work. You do need to put in the hours! In some weeks, expect to put MORE than 10 hours for completion of all homework.

WORK COLLABORATIVELY Animation is a very collaborative field. Even if you are a shy person, try to reach out for your classmates. Ask questions in class, connect with your classmates and ask them to give feedback on your work, or to help you when you are stuck. Help others when you see they need help. Doing this together will be more fun, and everybody will learn a lot more.

Course Schedule

IMPORTANT NOTE: The schedule is subject to changes. All changes will be notified in class or via “announcements” on Canvas.

ANI 179 Special Topics in Animation/Illustration
 SubTopic: Pre-Production for Entertainment Design
 Spring 2020

Course Schedule

Week	Date	Topics, Readings, Assignments, Deadlines
1	01/23/20 Thursday	First day of Instruction; TOPIC: Body Language
2	01/28/20 Tuesday	PROJECT 01 (2 chars, 2 scenes) – Preliminary Pitch Project guidelines here: https://3ddialogue.wordpress.com/2020/01/12/2-characters-2-scenes/
2	01/30/20 Thursday	TOPIC: Body Language; Assignments Due Today: Read page 3-5 of Class reader; Complete all assignments from 01: https://3ddialogue.wordpress.com/category/assignments/01/
3	02/04/20 Tuesday	PROJECT 01: Complete Pitch and planning Follow instructions on site for PREPARING TO BLOCK - but DO NOT START BLOCKING YET. If you are far with your story idea, you can go ahead and do the section for SCENE SETUP, but do not set key frames yet. Here are detailed instructions:
3	02/06/20 Thursday	TOPIC: Elements of the Face Assignments due today: Read text “The Naked Face”, pages 6-7 of Class reader; Read page 2 of Class reader; From the site, Assignment 02: https://3ddialogue.wordpress.com/category/assignments/02/
4	02/11/20 Tuesday	PROJECT 01: Blocking Follow instructions on our site to block your shot - scroll down to "BLOCKING" https://3ddialogue.wordpress.com/category/class-projects/2-characters-2-scenes/2-chars-2-scenes-week-02/

Week	Date	Topics, Readings, Assignments, Deadlines
4	02/13/20 Thursday	Assignments due today: https://3ddialogue.wordpress.com/category/assignments/03/
5	02/18/20 Tuesday	Project 01: Blocking plus
5	02/20/20 Thursday	Assignments due today: https://3ddialogue.wordpress.com/category/assignments/04
6	02/25/20 Tuesday	Project 01 – polishing: start polishing body animation; add jaw open and close, add narrow and wide + nostrils. add blinks; add eyebrow main poses and anchor shapes for lipsync (M,B,P, F, V, TH)
6	02/27/20 Thursday	Assignments due today: https://3ddialogue.wordpress.com/category/assignments/05
7	03/03/20 Tuesday	Project 01: Polishing Plus: more polishing on body. refine face animation. Add flexibility on cheeks, forehead and nose. Improve lip sink. Work on eye brow and eye lid animation.
7	03/05/20 Thursday	Assignments due today: https://3ddialogue.wordpress.com/category/assignments/06/
8	03/10/20 Tuesday	Project 01: Final Polish. Add lighting and set dressing. Final polish.
8	03/12/20 Thursday	Assignments due today: https://3ddialogue.wordpress.com/category/assignments/07
9	03/17/20 Tuesday	PROJECT 01 DUE FOR GRADES Project 02: Kick off (in class)
9	03/20/20 Thursday	Assignments due today: https://3ddialogue.wordpress.com/category/assignments/08
10	03/24/20 Tuesday	Project 02: Complete pitch and planning
10	03/26/20 Thursday	https://3ddialogue.wordpress.com/category/assignments/09/
11	03/31/20 Tuesday	SPRING BREAK RECESS
11	04/02/20 Thursday	SPRING BREAK RECESS
12	04/07/20 Tuesday	Project 02: blocking + eyeline, preliminary ideas for blinks, jaw open close and head accents
12	04/09/20 Thursday	Assignments due today: https://3ddialogue.wordpress.com/category/assignments/10/
13	04/14/20 Tuesday	Project 02: blocking plus
13	04/16/20 Thursday	

Week	Date	Topics, Readings, Assignments, Deadlines
14	04/28/20 Tuesday	Project 02: start polishing body animation; finesse jaw open and close, add narrow and wide + nostrils animation. Finesse and define timing of blinks; refine eye direction. add eyebrow main poses and anchor shapes for lipsync (M,B,P, F, V, TH)
14	04/29/20 Thursday	
15	05/01/20 Tuesday	Project 02: final polishing pass. Work on lighting and set dressing. Make sure lighting is consistent through the sequence.
15	05/06/20 Thursday	
16	05/08/20 Tuesday	Project 02: last opportunity for feedback before Finals.
	05/13/20 Thursday	Last Day of Instruction
Final Exam	05/15/20	Uploading Final Reel on google drive AND on syncsketch before 9am.