

San José State University
Animation/Illustration – Department of Design
ANI179 Sec 01, Special Topics in Animation/Illustration, SPRING2020

Course and Contact Information

Instructor:	David Yee
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Office Hours:	Tue/Thur 11am-12pm by appointment only.
Class Days/Time:	Tue/Thur 3pm-5:50pm
Classroom:	ART243
Prerequisites:	Instructor Consent

Course Format

Hands-on course, with weekly assignments, projects, class critiques and class discussions. Students will work in individual and group projects. Weekly class meetings.

Course Description

This hands-on course focuses on current professional practices in the field of Entertainment Design. Projects will foster a deeper understanding of narrative, stylization, individual point of view, acting and character, through hands-on creative work, class critiques and discussions. Students will aim to produce work that is both technically and conceptually sophisticated.

Course Goals

- To develop high level technical/artistic skills in line with the best current professional practices in the Field of Entertainment Design and Animation/Illustration;
- To create visual pieces that explore the relationship between narrative and image; character; acting and stylization.
- To prepare students to properly critique sophisticated designs and animations in connection with a narrative and within an specific style and technique; as well as properly address critiques in their own work.

Course Learning Outcomes

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

CLO#1: RESEARCH/PLANNING: *Planning, organizing, research and content gathering (message development), analysis, sketching and content integration*

CLO#2: TECHNICAL SKILLS: *Students will achieve a higher level technical and artistic skills in-line with current professional practices in the field of Entertainment Design and Animation/Illustration, with focus on their area of expertise.*

CLO#3: ANALYSIS, STRATEGY AND PROBLEM SOLVING: *Students will be able to produce, curate and organize a collection of their own artistic pieces created in connection AND to serve to an specific narrative or story; That will encompass a deep understanding of story and character elements in order to create sophisticated visual concepts and/ or animations to serve the narrative -not only illustrate but complement and add - taking into consideration media/ technique and type of project (feature films, short films, TV shows, VR experiences, team park rides, console or mobile games etc.)*

CLO#4: PARTICIPATION SKILLS: *Students will have well developed critical skills, and will be able to use appropriate vocabulary for verbally describing ideas and directions for work being produced and/or reviewed; that includes an ability to “see” and identify artistic and technical elements, as well as clearly communicate ideas and opinions to others (regarding for example composition, pose, character, acting, narrative, mood, gesture, stylization etc.).*

Required Texts/Readings Textbook

Prepare to Board! Creating Story and Characters for Animated Features and Shorts 3rd Edition
Publisher: CRC Press; 3 edition (June 12, 2017)

- ISBN-13: 978-1498797009
- ISBN-10: 1498797008

Recommended Texts/Readings

The Illusion of Life, By Frank Thomas and Ollie Johnston

Publisher: Disney Editions; Revised, Subsequent edition (October 19, 1995)

- ISBN-10: 0786860707
- ISBN-13: 978-0786860708

Other technology requirements / equipment / material

- Sketchbook & Drawing Materials
- Adobe Creative Suite, Maya (available in our computer labs on campus) A sketch book
Pencils, Tablet/Cintiq.

Course Requirements and Assignments

Specific Assignments and instructions will be given in class including handouts, resources and assignment submission guidelines. Some assignments may require group work.

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, or 9 hours per week) for instruction, preparation/studying, or course related activities, including but not limited to internships, labs, and clinical practice. Other course structures will have equivalent workload expectations as described in the syllabus.

Projects

Students will work on individual art pieces during the semester and complete a professional collection of their own best artistic productions by the end of the course. Guidelines, techniques, strategies and further details will be provided by instructor. The final project will serve as the course final.

Final Examination or Evaluation There will be a midterm. The final project for this class will be a collection of artistic productions that showcase their ability to interpret and complement a narrative within a certain style, and to serve a specific media, using current professional practices in the entertainment industry

Final Examination or Evaluation

This course will culminate on a final portfolio of work produced during the course and a pitch presentation, which will occur on the Final Examination day (Please consult SJSU Final Exams calendar.)

Grading Information (Required)

Students will be held accountable for meeting all deadlines with acceptable work. Directions given in class and for assignments must be followed accurately or grades will be lowered accordingly. Late work will not be excepted unless the instructor has given prior approval. Students are responsible for completing all work assigned during any absences, and absent students must make arrangements for their work to be turned in (on due date) and criticism recorded, by another student. No extra credit projects will be accepted for this class.

Class participation will be assessed and includes active engagement in critiques, intelligent questioning, peer mentoring, and proactive learning behavior.

Obviously, the quality of the work, both conceptually and its final execution, is the primary component of the grade; but as mentioned above, the student's grade is also determined by their professional attitude, their conduct, their work ethic, and their ability to meet their deadlines and the educational challenges posed by the assignments. Above all, students are graded on the intelligence they demonstrate while they pursue, question, attempt, evaluate, struggle, succeed and/or fail at their assignments.

While it is technically possible to pass this class with a grade as low as a D-, students should be aware that grades below the “B” range demonstrate a concerning lack of effort and are not considered even marginally adequate for pursuing a career in the entertainment or game industries; they also forecast poor professional prospects within our industry post-graduation. Students receiving grades of C+ or lower should therefore be on notice that their work as completed is barely adequate to graduate and better efforts are necessary if they are to pursue this field as a career. They may want to begin planning for a career path outside our industry.

Note that “All students have the right, within a reasonable time, to know their academic scores, to review their grade-dependent work, and to be provided with explanations for the determination of their course grades.” See University Policy F13-1 at

<http://www.sjsu.edu/senate/docs/F13-1.pdf> for more details.

Grades may be reviewed privately at any time by arranging a meeting with the instructor. If you want to know your grade—ask.

Late work due to class absence, or any other reason, will not be accepted for grading without prior authorization from the instructor well in advance of deadlines and only for reasons that conform to professional standards. Students are responsible for completing all work assigned during any absences, and absent students must make arrangements for their work to be turned in (on due date) by another student. If an absentee student turns in work, they should make arrangements with another student to take notes for them in regard to criticisms they need to address.

Students should expect that some assignments will continue to receive criticism requiring further work on their part for several weeks, or even months, past the original deadline for the project. Failure to incorporate such changes into their work will result in the work being considered “unfinished” in regard to grading.

“Incomplete” grades are only given rarely, and only in the event of compelling personal or family emergencies and/or crises. If you do receive an incomplete you will have to complete the work on your own and have one year to submit all final materials for consideration or your grade will revert to an F.

Effort & Participation (critiques, peer collaboration, etc.): 25%

Final Portfolio: 75%

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 grade indicates excellent work.

B grades indicate above average work.

C grades indicate average work.

D grades indicate below average work.

F grades are failing.

Students should expect and plan their schedules to accommodate significant “homework” periods after each class session. Students are expected to bring and maintain prepared materials and be ready to work at the beginning of—and throughout—each class session. Failure to do so will affect one’s grade. It is always the student's responsibility to be prepared for class even if absent from the previous class.

Students will receive significant homework assignments every class, with potentially even assignments via email during the week. Several assignments may ultimately overlap at times.

A final critique will be held on the final exam day in the usual classroom at the time and date indicated by the university final exam schedule. Please consult the sjsu.com website to reserve those times in your calendar immediately.

Classroom Protocol

All Animation/Illustration students are expected to conduct themselves in a professional manner at all times. See the bulleted list below for general program policies and expectations.

Whether in class or working after hours, students must respect the facilities and fellow students and are expected to present themselves and their work in a clean professional manner. Students will be held accountable for both classroom participation and contributing to the creation of a positive atmosphere for education.

Classes and events are to be treated as business appointments and students are expected to be in attendance, fully prepared, and on time. Fully prepared means having all necessary materials needed to work on class projects, having prepared according to instructions, and having made significant progress on assignments from the previous class. Failure to accomplish any of the above will significantly lower your grade.

The occasional absence is unremarkable, but if an absence is unavoidable, students are expected to notify the instructor immediately, and contact their peers to both turn in work on the due date and stay current with class assignments they may have missed.

Cell phones should be silent and should not be utilized during class unless otherwise directed. Students should refrain from eating food others can smell. At the end of classes, students are expected to leave the classroom cleaner than they found it, push in chairs, etc. During breaks and immediately before and after class, students should be conscious of the overall noise level in the room and try to minimize it in order to allow for the private instructor/student conversations that often occur.

Finally, students should maintain an awareness of the safety of their surroundings, belongings, and classmates. In particular, when working in the building and entering or leaving after hours, students should accompany one another in the interest of safety or call the University Police for an escort. Report any suspicious persons or behavior to the University police at 408-924-2222 or by picking up a blue emergency phone.

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 (Required)

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.

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Course Schedule (Subject to change)

Week	Date	Topics, Readings, Assignments, Deadlines
1	1/23/2020	Class Intro & Overview
2	1/28/2020	Inspiration/Ideation
2	1/30/2020	Brainstorming/Thumbnails/Exploration
3	2/4/2020	Personal Point of View/Personal Style
3	2/6/2020	Personal Point of View/Personal Style
4	2/11/2020	Story Development – Theme/Tone
4	2/13/2020	Story Development – Theme/Tone
5	2/18/2020	Story Development – Character Development
5	2/20/2020	Story Development – Character Development
6	2/25/2020	Story Development – World Building
6	2/27/2020	Story Development – World Building
7	3/3/2020	Story Development – Script/Structure
7	3/5/2020	Story Development – Script/Structure
8	3/10/2020	Visual Development – Visual Language/Design
8	3/12/2020	Visual Development – Visual Language/Design
9	3/17/2020	Visual Development – Visual Narrative/Storytelling
9	3/19/2020	Visual Development – Visual Narrative/Storytelling
10	3/24/2020	Visual Development – Craftsmanship/Finish
10	3/26/2020	Visual Development – Craftsmanship/Finish
11	3/31/2020	SPRING BREAK
11	4/2/2020	SPRING BREAK
12	4/7/2020	Production Pipeline & Production Schedule
12	4/9/2020	Production Pipeline & Production Schedule
13	4/14/2020	Branding / Graphic Design
13	4/16/2020	Branding / Graphic Design
14	4/21/2020	Proof of Concept
14	4/23/2020	Proof of Concept
15	4/28/2020	Proof of Concept
15	4/30/2020	Proof of Concept
16	5/5/2020	Pitching & Presentation
16	5/7/2020	Pitching & Presentation
Final Exam	Wednesday 5/13/2020	12:15pm-2:30pm Final Pitch Presentation

