

**San José State University**  
**Animation/Illustration – Department of Design**  
**ANI 101, Intro to Illustration/Animation, Section 4, Spring 2022**

**Course and Contact Information**

Instructor:	Leann Hill
Office Location:	Art Building, Room 225
Email:	Leann.hill@sjsu.edu
Office Hours:	M/W, 11am-12pm (by appointment only)
Class Days/Time:	M/W, 12pm-2:50pm
Classroom:	Art Building, Room 206
Prerequisites:	ANI 010, ANI 011 ; 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 Goals**

1. Understand the process of creating an illustration from concept to final artwork.
2. Understand the importance of composition and storytelling.
3. Familiarize the student with illustrators from past to present.
4. Present work and give feedback thoughtfully and with confidence
5. Practice core project management skills of making schedules, setting goals and meeting deadlines

## Course Learning Outcomes

At the end of the course, students will have an understanding of how to develop an idea or story from start to finish. The process will include creating thumbnails, composition studies and lighting studies. Students will expand on the use of drawing with line, shape, volume, perspective, environments and light for Illustration.

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

### Textbook

*No required text*

### Other technology requirements / equipment / material

*Laptop computer with the Adobe Creative Suite installed.*

### Materials

Estimated cost of materials will vary WIDELY—depending on whether a student has already purchased or has access to the necessary electronic equipment and software. Beyond the required laptop computer, supplies can be purchased on the first day from the Dick Blick representatives. Specific materials will be discussed in detail on the first day.

## Course Requirements and Assignments

TREMENDOUS self-discipline will be required of the student who wishes to do well. Course work will be comprised of class assigned projects as well as self-directed studies. Each week students will be completing and discussing class-assigned projects. Shifting with complexity, the allotted time to complete a project will vary according to the kind of assignment—from a few hours to a few weeks.

Directions for assignments must be followed accurately and solutions thoughtfully achieved. Assignments must be submitted as described. In addition and in parallel to directed class assignments and projects, students are expected to be capable of pursuing meaningful and comprehensive self-directed studies in the form of personal sketchbook experiments and research.

“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**

This course will not have a final exam, but will have a final project.

“Faculty members are required to have a culminating activity for their courses, which can include a final examination, a final research paper or project, a final creative work or performance, a final portfolio of work, or other appropriate assignment.”

### **Grading Information**

A student’s grade is largely determined by their professional attitude, their conduct, and their ability to follow instructions accurately and meet their deadlines. Above all, students are graded on the intelligence they demonstrate while they pursue, question, attempt, evaluate, struggle, succeed and/or fail at their assignments. Missing assignments, not completing work, failure to participate, or not turning in assignments (in the proper format) on due dates almost guarantees a failing, or extremely low grade.

Components of a student’s grade will include graded projects during the semester, exams and participation. Grades may be discussed privately at any time with the instructor.

Important: Your grades in this class should be viewed not only as an evaluation of a particular project, but also as an evaluation of the quality of your work and how it measures up to a professional standard. If you’re receiving “A’s” on assignments, this means I believe you’re working in a manner that will give you a high probability of success as a professional. If you’re receiving “C’s” from me, it means I believe you are working in a manner that will not allow you to attain professional standing. At this educational level you ARE NOT EXPECTED to produce professional-level work. However, you ARE EXPECTED TO WORK WITH A PROFESSIONAL LEVEL OF EFFORT. If you want a higher grade, increase your level of effort.

### **.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%

### **Late Policy**

There are no make-up assignments. Late assignments will only be accepted if previous arrangements have been made and approved by the instructor.

### **Attendance & Participation**

I expected you to attend each and every class and to be on time. There is a significant amount of material presented each class and if you miss it you will become behind and will have gaps in your knowledge base. I will take attendance at the beginning of each class. A portion of your grade will be determined by participation; If you miss a class you can't participate. This class will move very quickly and you are expected to keep up. We will take a break approximately half way through the class period. This is your opportunity to stretch, use the facilities and get a breath of air. It is not an opportunity to do errands or disappear from class. Attendance is expected until the end of the class period or until officially dismissed. Frequently the next assignment or the homework will be given at the end of the class. If you're not present, you will miss the instructions.

### **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 the lecture or crit portion of 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 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/>