

San José State University
Animation/Illustration – Department of Design
ANI 131 Section 1 #20877

ANI 131 Section 2 #24201

Animation Spring 2022

Course and Contact Information

Instructor:	Jeff Jackson
Office Location:	Online and later Room 218
Email:	jeffrey.jackson@sjsu.edu
Office Hours:	Email Appointment
Class Days/Time:	Section 1 T/Th 12:00-2:50p Section 2 T/Th 3:00-5:50p
Classroom:	Online (Check Canvas for Zoom Links)
Prerequisites:	ANI 031, Passage of Mid-Program Portfolio Review; Allowed declared Animation major only

Course Format

Important Web Pages and Class Messaging

[Canvas](#)
[Google Drive](#)
[Zoom](#)

Course Description

Fundamentals of animation involving the completion of a series of basic exercises in motion, action analysis and kinetics.

Course Goals

- Develop understanding of and sensitivity to the principles of animation.
- Introduce 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:

- Identify the principles/elements of animation; Squash & Stretch, Anticipation, Staging, Follow Through & Overlapping Action, Secondary Action, Exaggeration, Solid Drawing, Appeal, Slowing In & Out, Arcs, Paths of Action, Volumes, Twinning, Strobing, and Silhouetting
- Incorporate the principles of animation into their animation and visual development projects.

- Begin to convey convincing weight, timing, emotion, and attitude in their performances.
- Put the process of key pose, straight ahead, and inbetween animation into application.

Recommended 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 technology requirements / equipment / material

Laptop with access to internet with regards to posting of work, Canvas and Drive access, emailing and reference searching.

Animation Software:

Toonboom Harmony: <https://store.toonboom.com/students>

-or-

Adobe Animate: <https://www.adobe.com/products/animate.html>

Other animation apps will be discussed on the first day of class.

Material:

Sketchbook

Pencils and pens

Course Requirements and Assignments

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

A series of animation assignments, in-class exercises, in-progress grade checks, and weekly drawings will be assigned throughout the semester. A “B” grade will be awarded to submissions successfully exhibiting the assigned animation principles or criteria for the given project.

All animation assignments and weekly drawings must be posted to the class server **one hour before class** for grading. In-class assignments and in-progress grades will be submitted during class. All animation work must include .mp4 or .mov files. Students are responsible for previewing the animation file before posting to the server to ensure it plays correctly.

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 3 hours per unit per week with 1 of the hours used for lecture) for instruction or preparation/studying or course related activities including but not limited to internships, labs, clinical practical. Other course structures will have equivalent workload expectations as described in the syllabus.

THIS CLASS IS EXTREMELY TIME CONSUMING AND NOT FOR THE FAINT OF HEART.

FAILURE TO FOLLOW DIRECTIONS WILL RESULT IN NO CREDIT

Folders

Formatted “LastName_FirstName” ex: “Smith_John”

Animation Tests

Formatted “Last name_First name_Test Name” ex. Smith_John_Brick Drop

Quicktime .mov file, H264 compression

When required, reference (Quicktime, H264 compression) & planning must be posted

Film Assignments

Formatted "Last name_First name_Assignment Name" ex: Smith_John_Animatic

Drawing Submissions

Formatted "Last name_First name_Subject Name" ex: Smith_John_Eye Studies

Must meet minimum number of studies

Must be 8.5" x 11" scans, 72 dpi, .jpg files

Must be clear scans and professionally presented

Final Examination or Evaluation

Final Exam will consist of a final project to be screened on the last day of class. Attendance is mandatory and arrangements must be made with instructor prior to final exam/screening date if student will miss the final.

The scheduled final for ANI114 Spring 2019 is:

Sect. 01 Tues May 24	9:45a-12:00p
Sect. 02 Wed May 18	2:45-5:00p

Grading Information

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 by deadlines. In keeping with established professional standards any work missing the deadline 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, etc. This instructor does not offer extra credit in this class.

LATE WORK WILL NOT BE ACCEPTED

Arrangements must be made well in advance with the instructor for deadline extensions or none shall be granted. In most instances, the student will still have to turn in the work on time. All emergencies will be dealt with on an individual basis. Students with an unforeseen emergency must be prepared to furnish the appropriate paperwork justifying the absence from the class.

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

The class will meet at promptly at 3PM in Art 218. Every class will require the students to bring materials for working and/or will be required to present their progress for review by post assigned work to the Drive. The instructor will discuss this in class.

A series of animation exercises will be assigned. These exercises are the learning foundation of all animation. At the end of the semester, students are expected to demonstrate a complete understanding and execution of these fundamentals before enrolling in Art 115.

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.
- Keep your cameras on.
- Stay muted unless you have a question or are asked to respond.
- Join meeting at class start.
- Be courteous to others, keep private conversations quiet.
- Please be attentive to your personal hygiene.
- Be professional. Do not join class meetings while in your bed

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/>

ANI131/Animation, Spring 2022, Course Schedule

(Schedule is subject to change with fair notice and changes will be discussed in class and updated in Canvas.)

Course Schedule

Week	Date	Topics, Readings, Assignments, Deadlines
1	1/24	No Class
1	1/26	Syllabus review, download Software, class expectations Install Software and make sure it works Assign: 25 gestures people lifting/pulling heavy stuff-5 buckets of water, 5 stuff over 30lbs, 5 stuff over 55lbs, 10 pulling on rope (hand over hand)
2	2/1	Introduce Project 1 Water from the Well
2	2/3	Simple Character Thumbnails + Animatic Due: Gestures of people lifting heavy stuff. Assign: Choose three animals (pets or otherwise) get 5 pieces of video reference for each. 10 gestures of each animal. Last Day To Drop Monday 2/8
3	2/8	DUE: Keys Reading: WS Ch 1 Go for the Truth Last Day To Add
3	2/10	Final Water From the Well PART 1 Introduce Water From the Well PART 2 Assign: 30 animal gestures (walking) with construction and find anatomy reference
4	2/15	Water From The Well Part 2 Final Introduce Project 2 Animal-Animate Lecture: animal anatomy constructive drawing.
4	2/17	Keys Due Assign: 30 animal gestures from life (sitting/laying down)
5	2/22	Animal Inbetweens Reading: WS Ch 2 The Animator's Sketchbook
5	2/24	DUE: Animal Animation Introduce FIGHT Assign: 25 figures Hand to Hand Combat Reference
6	3/1	Fight Keys Reading: WS Ch 4 The First Impression
6	3/3	Fight Inbetweens Assign: 25 figures / 25 gestures ACTION
7	3/8	Reading: WS Ch 5 Elements of the Pose (big chapter) Fight Due Introduce Team Project
7	3/10	DUE: weekly drawings 25 Figures/ 25 gestures Assign: 25 figures / 25 gestures (leaning against wall looking bored)
8	3/15	Team project
8	3/17	25 figures / 25 gestures Reading: WS Ch 6 Pushing the Gesture
9	3/22	Team Project
9	3/24	Team Project
10	3/29	SPRING BREAK NO CLASS
10	3/31	SPRING BREAK NO CLASS

11	4/5	Final Project:
11	4/7	Due: Keys and timing/Backgrounds Work in class on final
12	4/12	Due: First pass animation
12	4/14	Work In Class
13	4/19	Due: Second pass animation
13	4/21	Work In Class
14	4/26	Due: Third pass polish
14	4/28	Work In Class
15	5/3	Work In Class
15	5/5	Work In Class
16	5/10	Work In Class
16	5/12	Last Day of Instruction
Final Exam		
Sect 01	5/24/22	9:45a-12:00p Room 218
Sect 02	5/18/22	2:45-5:00p Room 218