

**San José State University**  
**Animation/Illustration – Department of Design**  
**25385, ANI 131 2D Animation II, Section 05, Spring, 2022**

**Course and Contact Information**

Instructor:	Brandon W Moore
Office Location:	Art Building 223
Telephone:	TBA
Email:	brandon.moore@sjsu.edu
Office Hours:	Appointment by email
Class Days/Time:	MoWe 3:00pm - 5:50pm
Classroom:	Art Building 218
Prerequisites:	ANI 031, Passage of Mid-Program Portfolio Review; Allowed declared Animation major only

**Course Format**

**Important Web Pages and Class Messaging**

ANI Program Google group (mandatory for ANI students): [www.shmgoogle.com](http://www.shmgoogle.com)

**Course Description**

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

Students are required to complete a series of exercises in kinetics, motion studies, and action analysis. ANI 131 introduces the professional skill set necessary for a career in the expanding industry of images for film, video, internet, software, gaming, and in print.

ANI 131 incorporates learning and classroom strategies not used in most academic environments. Successful students will find it necessary to be self motivated and fully engaged in the material as well as demonstrate competent drawing skills, understand action analysis, and grasp the fundamental principles of physics and animation. Students will be expected to meet criteria established by the instructor, both their class peers and by industry professionals.

## **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)**

By the end 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 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

## **Required Texts/Readings**

### **Textbook**

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

### **Other technology requirements / equipment / material**

Drawing materials needed include but are not limited to:

- Adobe Animate (provided by SJSU's Adobe Creative Cloud) or ToonBoom Harmony.
- Tablet and Stylus for digital drawing on a computer.
- You will be required to shoot video reference for some of the assignments so you will need access to a digital camera capable of recording video.

## **Course Requirements and Assignments**

A series of animation assignments, in-class exercises, in-progress assignment checks, and weekly drawings will be assigned throughout the semester. All animation assignments

and weekly drawings must be posted to the class Google Drive one hour before class for grading. In-class assignments and in-progress grades will be submitted during class. Students are responsible for previewing the animation file before posting to the drive 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 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**

The final project will be an animated shot focusing on an well-thought acting moment brought to full inbetweened, cleaned up, finished animation.

### **Grading Information**

Grades will be assigned according to University policy from A plus through F as outlined in the SJSU catalog. All assignments will be evaluated by how well the student executes the principles of animation and design, punctuality of submission, ability to follow directions, take notes, and participate in class activities.

### **Determination of Grades**

75% - Animation Assignments

15% - Drawing Assignments

10% - Class Participation – includes attendance, providing peer-critiques to classmates, in-progress assignment checks, being prepared in class

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**

The class will meet promptly at the beginning of class. Every class will require the students to bring materials for working and/or will be required to present their progress for review. The instructor will discuss this in class.

### **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/>

### **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.

## **25385, ANI 131 2D Animation II, Section 05, Spring, 2022**

Note that this schedule is subject to change depending on how class progresses and you will be notified.

### **Course Schedule**

<b>Week</b>	<b>Date</b>	<b>Topics, Readings, Assignments, Deadlines</b>
1	1/26	Assign "Caped Ball" Weekly Drawing Assignment
2	1/31	Weekly Drawing Assignment
2	2/2	Due: "Caped Ball", Assign "Have A Seat"
3	2/7	Weekly Drawing Assignment
3	2/9	Due: "Have A Seat", Assign "Wake Up"
4	2/14	Weekly Drawing Assignment
4	2/16	Due: "Wake Up", Assign "Revisions"
5	2/21	Weekly Drawing Assignment
5	2/23	Due: "Revisions", Assign "The Wand"
6	2/28	Weekly Drawing Assignment
6	3/2	Due: "The Wand", Assign "Heavy Lift"

7	3/7	Weekly Drawing Assignment
7	3/9	Due: "Heavy Lift", Assign "What a Fright"
8	3/14	Weekly Drawing Assignment
8	3/16	Due: "What a Fright", Assign "Don't Stare"
9	3/21	Weekly Drawing Assignment
9	3/23	Due: "Don't Stare", Assign "Revisions"
10	3/28	<i>No Class - Spring Break</i>
10	3/30	<i>No Class - Spring Break</i>
11	4/4	Weekly Drawing Assignment
11	4/6	Due: "Revisions", Assign "Swing"
12	4/11	Weekly Drawing Assignment
12	4/13	Due: "Swing", Assign "Dance"
13	4/18	Weekly Drawing Assignment
13	4/20	Due: "Dance", Assign "Throw"
14	4/25	Weekly Drawing Assignment
14	4/27	Due: "Throw", Assign "Gift"
15	5/2	Weekly Drawing Assignment
15	5/4	Due: "Gift", Assign "Clean-Up"
16	5/9	Weekly Drawing Assignment
16	5/11	Due: "Clean-Up", Assign "Revisions"
17	5/16	Work day
Final Exam	5/24	Due: All Revisions and Late Assignments (12:15pm - 2:30pm)