

**San José State University**  
**School/Department**  
**ANI 13-01, Drawing for Animation / Illustration I, Spring 2022**

**Course and Contact Information**

<b>Instructor:</b>	John Clapp
<b>Office Location:</b>	ART 219
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<b>Email:</b>	jdclapp@gmail.com
<b>Office Hours:</b>	M/W, 11:00 a.m.-12:00 p.m. (email for appointment)
<b>Class Days/Time:</b>	Section 01: MW 8 a.m. – 10:50 a.m.
<b>Classroom:</b>	Online via Zoom until further notice
<b>Prerequisites:</b>	Allowed Declared Majors: Animation

**Course Format**

**Technology**

As with most courses in the program, this class will require use of the Adobe Creative Suite, Zoom, and potentially other programs as well. Also, students will utilize Google Drive, Discord, and other technologies, to complete some assignments.

**Class Messaging**

Important course materials such as the syllabus, major assignment handouts, etc. may be found on the class Google Group site, and in the class Google Drive Folders. These links will be provided to all enrolled students during the first week of classes. All A/I students are also expected to join and monitor the SJSU ANI Google Group for important announcements to our majors. Students are responsible for regularly checking email for class messages.

**Course Description**

*Principles of drawing for illustration and animation: gesture, construction, anatomy and technique. An intensive study of the human figure from life, and its use in working in animation and the screen arts industry.*  
*Prerequisite: ANI 011*

**Course Goals (Optional)**

**Course Learning Outcomes (CLO)**

Upon successful completion of this course, students will:

1. Draw the human figure accurately from observation and imagination as applicable to the screen arts and the constraints of realistic motion while working with long or short poses.
2. Possess a strong understanding of anatomy of the human body and demonstrate their knowledge through accurate drawing of the human skeleton and muscular system.
3. Work with a solid methodology and process when drawing from life or imagination, and be able to intelligently use a live human model as a reference source for aesthetic decisions rather than a direct observable solution.
4. Self-evaluate their work, their strengths and weaknesses as they relate to studying the visual arts.
5. Self-evaluate their work, and their strengths and weaknesses as they relate to studying the visual arts.

## **Required Texts/Readings**

### **Textbook**

*There is no required text for this course, however students are expected to consult various books, websites and blogs as needed to supplement their education.*

### **Other Suggested Readings**

*All widely available at libraries and bookstores:*

***Mindset**, Dr. Carol Dweck, ISBN 345472322*

***Make it Stick**, Peter C. Brown, ISBN 978-0674729018*

***Talent Is Overrated**, Geoff Colvin, ISBN 9781441605368*

*There are a large number of valuable texts on drawing that you should attempt to avail yourselves of. I would recommend to you ANYTHING by Arthur Guptill, Andrew Loomis, James Gurney, or Victor Ambrus. Specifically, in regards to Figure Drawing I would also recommend:*

***Atlas of Human Anatomy** by Stephen Rogers Peck*

### **Other equipment / material requirements (optional)**

*See course supply list provided on first day of the semester.*

### **Other Technology Requirements / Equipment / Material**

Students are expected to have an available laptop (PC or Mac) the Adobe Creative Suite, and access to the Microsoft Office Suite or equivalent. Regardless of platform or input, the laptop should be well-prepared for high-end graphics processing.

### **Library Liaison (Optional)**

*For assistance in finding library resources, you may consult:*

*<http://libguides.sjsu.edu/animation>*

*and/or contact MLK Librarian Elisabeth Thomas.*

*([elisabeth.thomas@sjsu.edu](mailto:elisabeth.thomas@sjsu.edu), or 408-808-2193.*

### **Course Requirements and Assignments**

Drawing for Animation/Illustration I teaches a variety of methods for generating figurative images in preparation for industry requirements for animation and illustration. The figure will be considered using an approach that requires students to practice acute observation skills. The figure is studied in rest and in motion as

required for the production of traditional and digital animation applications. Students are expected to be motivated in the studio disciplines of drawing, visual perceptions, hand/eye coordination and to have strong conceptual skills. Drawing for Animation/Illustration I demands thoughtful creative decisions, as well as a thorough knowledge of both human skeletal and muscular anatomy. The semester includes instructor demonstration and one-on-one critiques of student work. The course ideally will utilize a nude model and will include long and short poses. Homework will be assigned between every class.

Students are required to bring the required materials to every class. It is always the student's responsibility to be prepared for class even if absent from the previous class.

During the semester, students will be assigned homework after every class, (sometimes multiple assignments) and will also compile a sketchbook over the course of the semester. Students may be asked to repeat homework assignments a number of times in order to achieve a certain level of mastery and competence.

For more detailed information about classroom activities, please refer to the handouts distributed each week for each project. Each assignment is designed to progressively and cumulatively build towards the above-listed learning outcomes. All of the above is subject to change with fair notice.

### **Final Examination or Evaluation**

At the end of the semester, students will submit a portfolio of their best in-class drawings, and another portfolio of their best sketchbook pages. Students will also be evaluated based upon their classroom participation and peer interactions during critiques. There may also be a significant final project and potentially a final exam, depending on the given semester.

### **Grading Information & Determination of Grades**

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 regards 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 regards 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.) : 13%

Homework Assignments: 37%

Class Drawings Portfolio: 25%

Sketchbook Drawings Portfolio: 25%

#### Grading Percentage Breakdown

100% - 96.67% = A+

93.34% - 96.66% = A

93.33% - 90% = A-

89.99% - 86.67% = B+

86.66% - 83.33% = B

83.32% - 80% = B-

79.99% - 76.67% = C+

76.66% - 73.33% = C

73.32% - 70% = C-

69.99% - 67.67% = D+

66.66% - 63.33% = D

63.32% - 60% = D-

59.99 and below = F

Please note:

A = Excellent or Superior work; work of a top professional standard

B = Above Average; Respectable effort or results, with relatively minor flaws or corrections necessary.

C = Average; More effort necessary on the part of the student, obvious flaws, obvious corrections necessary.

D = Below Average; Poor effort and results

F = Failure; Exceptionally Poor effort and/or results.

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, and students should expect a considerable amount of work in their final semester.

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](http://sjsu.com) website to reserve those times in your calendar immediately.

For further information about classroom activities, please refer to any handouts distributed for assignments. (Available on the class Google Group or Google Drive.)

### **Classroom Protocol**

All Animation/Illustration students are expected to conduct themselves in a professional manner at all times.

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.

### **University Policies**

Per University Policy S16-9, university-wide policy information relevant to all courses, such as academic integrity, accommodations, etc. will be available on Office of Graduate and Undergraduate Programs' [Syllabus Information web page](http://www.sjsu.edu/gup/syllabusinfo/) at <http://www.sjsu.edu/gup/syllabusinfo/>

# ANI 13 / Drawing for Animation / Illustration I, Spring 2022, Course Schedule

List the agenda for the semester including when and where the final exam will be held. Indicate the schedule is subject to change with fair notice and how the notice will be made available.

## Course Schedule

Week	Date	Topics, Readings, Assignments, Deadlines
1		
1		Intro Class: Welcome, First Assignments, etc.
2		First Crits: Popcorn Assessment
2		Semi-Blind / Intro Anatomy Project
3		Calligraphy I
3		Calligraphy II
4		Gesture I
4		Gesture II
5		Form & Landmarks I
5		Form & Landmarks II
6		Sweep & Roll I
6		Sweep & Roll II
7		Drapery I
7		Drapery II
8		Legibility / Pirate Crit
8		Legibility II / Pirate Crit
9		Intro to Tone
9		Intro to Tone II
10		SPRING BREAK
10		SPRING BREAK
11		TBD
11		TBD
12		TBD
12		TBD
13		Focused Studies I
13		Focused Studies II
14		Anatomy Group Presentation Rehearsals I
14		Anatomy Group Presentation Rehearsals II

<b>Week</b>	<b>Date</b>	<b>Topics, Readings, Assignments, Deadlines</b>
15		Anatomy Group Final Presentations I
15		Anatomy Group Final Presentations II
16		TBD
16		TBD
17		Individual Topic Student Presentations
Final Exam	Per official schedule	Individual Student Evaluations: Positive and Negative Feedback