

San José State University
School of Humanities and the Arts
ANI 161, Digital Animation 1, Section 3, Spring 2022

Course and Contact Information

Instructor:	Corey Tom
Office Location:	Online
Email:	corey.tom@sjsu.edu
Office Hours:	Fridays 11am – 12pm (online booking @ https://ctom-officehours.youcanbook.me)
Class Days/Time:	Section 3: T/TH 6-8:50pm
Online/Zoom links:	On Canvas page
Prerequisites:	ANI 61 and Passage of Mid-Program Portfolio Review. Allowed Declared Majors: Animation/Illustration.

Course Format

This course will generally be divided into half lecture/critique and half production. Class will begin promptly at 6:00pm and current project topics will be discussed and/or demonstrated. After lecture/critique, students will be given the opportunity to work on the material discussed in lecture and have work further looked at by teacher.

Course Related Links

Canvas Section 3: <https://sjsu.instructure.com/courses/1474041>

Catalogue: https://catalog.sjsu.edu/preview_course_nopop.php?catoid=10&coid=40788

MySJSU: <https://one.sjsu.edu/>

Google Drive: On Canvas Page

Animation/Illustration Page: https://www.sjsu.edu/design/design_programs/ai_design_program/

Shrunkenheadman Club: <https://www.shrunkenheadman.com/>

Course Description

In this class we will focus our attention on how to create believable movement by applying the traditional principles of animation to 3D digital characters, focusing on body mechanics. There is also special emphasis on the building blocks of an animated scene, and the workflow from planning phase to final animation, with focus on shot design and blocking. The project assignments will be introduced through hands-on demos and lectures and will be completed by work done in class and continued at home. Short films and scenes of feature animated and live action feature film will be used to illustrate the many concepts studied in this class.

Course Goals

- Further develop your understanding of and sensitivity to the principles of animation.
- Re-emphasize 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:

- Understand well the Maya workflow, and how to take a shot from design to final phase.
- Know how to block a shot using stepped and/or copied pairs techniques.
- Convey convincing weight, timing, and attitude in their body mechanics.
- Know how to apply the traditional principles of animation in order to produce believable movement.
- Introduce storytelling and character development to the scenes.

Required Text

The Animator's Survival Kit, Richard Williams: <https://www.amazon.com/Animators-Survival-Kit-Principles-Classical/dp/086547897X/>

Other Readings

Other texts and readings will be provided as the course progresses.

Other technology requirements / equipment / material

- A 3-button mouse! Maya works best with a 3-button mouse, so please make sure you're using one
- An external drive for storing data; (8 GB minimum recommended)
- Sketch book and pencils for drawing and note taking.
- Maya 2020+ installed on your computer (or you can use the remote login system)
- You will be required to shoot video reference for some of the assignments. Please be prepared to do so, making sure you have something to record video (most modern cell phones are just fine).
- You will need the ability to perform a simple film editing on your shots. I recommend Premiere Pro, available as part of the Adobe Creative Cloud (free for our students).
- RIGS: Body Mechanics Mega Pack from this site: <https://gumroad.com/l/xhRK/>

Attendance

The class will meet promptly at 6:00pm online through Zoom. Every class will require the students to be sure all devices are working, and assignment or project progress should be ready for review on Syncsketch. Students are expected to attend class regularly. Lateness of over 15 minutes counts as an absence. Students with 3 or more consecutive non-justified absences will most likely fail the class – in three weeks we will cover a lot of ground and if you miss three consecutive weeks of classes it will be very difficult to catch up later. Please send me an email (preferably in advance) if you are unable to attend class.

A series of animation assignments, in-class exercises, in-progress grade checks, and weekly drawings will be assigned throughout the semester. All FINAL animation assignments 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 be exported as .mov files. Students are responsible for previewing the animation file before posting to the server to ensure it plays correctly across platforms.

Labeling Work:

- Video File Formatted: "LastName_FirstName_TestName" ex. Smith_John_Brick Drop.mp4
- Assignment Formatted: "LastName_FirstName_AssignmentName" ex: Smith_John_Animatic

Grading Policy

There will be weekly assignments and required readings. Students should complete the weekly assignments and have them assembled as a progress reel at midterm, and then again at the end of the semester. Both the midterm and final reels will be graded, as well as participation in class. Grades will reflect a student's overall engagement with the course material from throughout the term, as determined by factors such as the quality and creativity of assignment work, class participation, progress and effort.

Students are expected to complete and hand in every assignment for the course. Deadline for assignments will be strictly observed. STUDENTS ARE RESPONSIBLE FOR KEEPING A DIGITAL COPY OF ALL SCENES AND ASSIGNMENTS. PLEASE BACKUP YOUR WORK OFTEN.

Grades will reflect a student's overall engagement with the course material from throughout the term, as determined by factors such as the quality and creativity of assignment work, class attendance, class participation, progress and effort. Students are responsible for maintaining an updated record of all completed assignments.

Grading breakdown

Grades are given in points, but weighted for final grading accordingly to assignment group:

All Animation Projects account for a total 66% of your total grades

- Project 1 (Step to side): 10 points
- Project 2 (Jump): 20 points
- Project 3: (Throwing something): 20 points
- Project 4: (Choose your Scene) 30 points

All weekly Poses and Quick Studies scenes account for 18% of your grade:

- Poses: 10 points
- Quick Studies: 10 points

Participation accounts for 8% of your total grades:

- Effort and Participation: 10

Your final class reel compilation of all work done for this course accounts for 8% of your final grades:

- Final reel: 10 points
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Incomplete Grade Policy

Students will only be granted an incomplete grade if they are going through exceptional situations that required them to miss a majority of classes, or important class milestones, for example experiencing a compelling family emergency and/or life crisis. If you receive an incomplete you must complete the work on your own and have one year to submit all final materials for consideration or your grade reverts to an FG.

<p>Grading Percentage Breakdown</p> <p>94% and above = A 93% - 90% = A- 89% - 87% = B+ 86% - 84% = B 83% - 80% = B- 79% - 77% = C+ 76% - 74% = C 73% - 70% = C- 69% - 67% = D+ 66% - 64% = D 63% - 60% = D- below 60% = F</p>	<p>Please note:</p> <p>A = Excellent or Superior; or top 10% (93 to 100) = 4.0 B = Above Average; or second 10% (83-92) = 3.0 C = Average; or third 10% (77-82) = 2.0 D = Below average, minimum passing grade (69-76); or fourth 10% = 1.00 F = Failure or Exceptionally Poor; or bottom 60% (0-68) = 0.00</p>
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Students can consult their grades on Canvas for this class on an ongoing basis.

Online Class Protocol

- Students must arrive to class on time with materials ready to work.
- Cell phones must be silenced.
- Turn your camera on, and keep it on during classes as much as possible
- Use your real name in your zoom screen (First name only is ok)
- Use Chat window sparsely, only when necessary
- Be courteous and helpful to others, keep private conversations quiet on the chat
- Please schedule office hours if you need help

Deadlines

Deadlines for all assignments will be strictly observed. Please try your best to complete projects within the deadline and keep them in mind when organizing your homework schedule. Stay organized and fine-tune your time management skills!

This class requires a minimum of 10 hours a week dedicated to homework. Any less than that will hurt the quality of your work. You do need to put in the hours! In some weeks, expect to put MORE than 10 hours for completion of all homework.

Remote Access to SJSU's computer lab:

If your computer doesn't meet hardware requirements to run Maya 2020, you have the option to use the computer labs on campus via remote login. All the information about remote login can be found here:

<https://docs.google.com/spreadsheets/d/1NcOHPr7yYEHvfhAiWnZq-HNqRo7TjrnQdwHZV8WKesI/edit?sp=sharing>

Please review all the documents on the folder and let your instructor know if you have any questions.

University Policies

Per [University Policy S16-9](http://www.sjsu.edu/senate/docs/S16-9.pdf) (<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' at the [Syllabus Information web page](#). Make sure to visit this page, review and be familiar with these university policies and resources.

Students are responsible for understanding the policies and procedures about add/drop, grade forgiveness, etc. Refer to the current semester's Catalog Policies section at:

<https://catalog.sjsu.edu/content.php?catoid=2&navoid=98>

Add/drop deadlines can be found on the current academic calendar web page located at:

https://www.sjsu.edu/provost/docs/Academic_Calendar-AY2021-22.pdf

The Late Drop Policy is available at: <https://www.sjsu.edu/aars/policies/latedrops/policy/>

Students should be aware of the current deadlines and penalties for dropping classes. Information about the latest changes and news are available at the Advising Hub at: <https://www.sjsu.edu/advising/>

SJSU Counseling Services

The SJSU Counseling Services is located on the corner of 7th Street and San Fernando Street, in Room 201, Administration Building. Professional psychologists, social workers, and counselors are available to provide consultations on issues of student mental health, campus climate or psychological and academic issues on an individual, couple, or group basis. To schedule an appointment or learn more information, visit Counseling Services website at <http://www.sjsu.edu/counseling>.

ANI 161 Fall 2021 Course Schedule

Schedule subject to change with notice through class meetings and Announcements in Canvas.

Course Schedule

Week	Date	Topics, Readings, Assignments, Deadlines
1	1/27	First Day!! Introductions, syllabus review, software prep, and class expectations.
2	2/1	Project 01: Magician - timing practice https://ani161.wordpress.com/2020/01/14/assignment-01/ Project 02: Magician touching hat. Instructions here: https://ani161.wordpress.com/2020/01/17/magician-scene/
2	2/3	Assignment 01 Due: https://ani161.wordpress.com/category/assignments/assignment-01/
3	2/8	Project 03: Step to the Side or Turn Around. Work on the "part 01" section, instructions here: https://ani161.wordpress.com/2020/01/17/step-to-the-side-or-turn-around/

3	2/10	Assignment 02 Due: https://ani161.wordpress.com/2020/01/14/assignment-02/ Project 03: Step to the Side or Turn Around. Work on the “part 02” section, instructions here: https://ani161.wordpress.com/2020/01/17/step-to-the-side-or-turn-around/
4	2/15	Project 03: Step to the Side or Turn Around. Work on the “part 03” and “part 04” section, instructions here: https://ani161.wordpress.com/2020/01/17/step-to-the-side-or-turn-around/
4	2/17	Assignment 03 Due: https://ani161.wordpress.com/2020/01/16/assignments-03/
5	2/22	Jumps, week 01
5	2/24	Assignment 04 Due: https://ani161.wordpress.com/2020/01/16/assignment-04/
6	3/1	Jumps, week 02
6	3/3	Assignment 05 Due: https://ani161.wordpress.com/2020/01/16/assignment-05/
7	3/8	Jumps, week 03
7	3/10	Assignment 06 Due: https://ani161.wordpress.com/2020/01/16/assignment-06/
8	3/15	Throwing Scene week 1: https://ani161.wordpress.com/2020/01/17/throwing/
8	3/17	Assignment 07 Due: https://ani161.wordpress.com/2020/01/16/assignment-07/
9	3/22	Throwing Scene week 2: https://ani161.wordpress.com/2020/01/17/throwing/
9	3/24	Assignment 08 Due: https://ani161.wordpress.com/2020/01/16/assignment-08/
10	3/29	SPRING BREAK – No class
10	3/31	SPRING BREAK – No class
11	4/5	Throwing Scene week 3: https://ani161.wordpress.com/2020/01/17/throwing/
11	4/7	Assignment 09 Due: https://ani161.wordpress.com/2020/01/16/assignment-09/
12	4/12	Throwing Scene week 4: https://ani161.wordpress.com/2020/01/17/throwing/
12	4/14	Assignment 10 Due: https://ani161.wordpress.com/2020/01/16/assignment-10/
13	4/19	Group project week 01: https://ani161.wordpress.com/2020/01/17/group-sequence/
13	4/21	Work on group project in class.
14	4/26	Group project week 02: https://ani161.wordpress.com/2020/01/17/group-sequence/
14	4/28	Work on group project in class.
15	5/3	Group project week 03: https://ani161.wordpress.com/2020/01/17/group-sequence/
15	5/5	Work on group project in class.
16	5/10	Group project week 04: https://ani161.wordpress.com/2020/01/17/group-sequence/

16	5/12	Work on group project in class.
Final Exam	5/24	5:15p-7:30pm Group Project Scenes Due Final reels due, celebration time!!