

**San José State University**  
**Animation/Illustration – Department of Design**  
**25331, ANI 21 Color Principles, Section 05, Spring 2022**

**Course and Contact Information**

Instructor:	Cameron Chun
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Email:	cameron.chun@sjsu.edu
Office Hours:	On request, email to set up an appointment.
Class Days/Time:	Monday & Wednesday, 3:00- 5:50 p.m.
Classroom:	Online, Zoom
Prerequisites:	Declared Animation/Illustration Major

**Course Format**

**Important Web Pages and Class Messaging**

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

**Canvas & Google Drive**

Canvas will be our primary communication tool throughout the semester. Here you will find information on projects, homework and grades. Should I need to cancel class or am running late for some reason, I will send a notification through Canvas or email. Other information such as handouts and examples of work can be found on our class Google Drive.

Google Drive will be our primary repository for projects and homework. You will need to upload all your work here throughout the semester. The information to the drive will be given out in the first class meeting.

These online sites are resources for students to collaborate on class assignments. It's also a great way to get help from your fellow classmates about homework or project deadlines should you miss a class as well.

Please keep postings on topic. Do not email me with questions that could be answered by your peers.

**Course Description**

Exploration of basic illustration problems involving studies in color, light, painting technique, and their application to color scripting in the screen arts industry. Prerequisites: Allowed declared Animation major only  
Note: ANI 21 is treated as a repeat for students who have taken ART 14. Misc/Activity: 6 hours activity

## **Course Goals**

- Develop the ability to identify values and value shifts for painting.
- Learn to see color in temperature, warm, cool, neutral.
- Familiarize the student with process of painting and constant practice.
- Encourage the student to see color in class and out of classroom.
- Familiarize the student with traditional painting and industry application of painting

## **Course Learning Outcomes (CLO)**

Color Principles will focus on the understanding of color and light to enable you to create believable, painted illustrations. Students will learn the importance of judging values and using color temperature. To understand how color and light works, the class will paint different lighting situations from life, photos and memory.

For many students, this will be a departure from using dry media and you will gain an understanding of how to apply a wet medium. Students are expected to work in class on assigned projects and will receive supporting instruction in the form of demonstrations, slide lectures and critiques. There will be painted projects, as well as weekly homework assignments that reinforce what has been taught in class.

Upon successful completion of this course, students will be able to:

1. At the end of the course, students will gain an understanding of how to see and use color to create imagery.
2. Students will learn to recognize color temperature and value shifts through the process of painting from observation.

## **Required Texts/Readings**

### **Textbook**

No required textbook, but books below are highly recommended.

### **Other Readings**

Color and Light: A Guide for the Realist Painter, by James Gurney  
ISBN-13: 978-0740797712

Vision and Art: The Biology of Seeing, by Margaret Livingstone & David Hubel  
ISBN-13: 978-0810995543

Bright Earth: Art and the Invention of Color, by Philip Ball  
ISBN-13: 978-0226036281

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

This introductory course to painting, color and observation of light will be using the water based painting medium of Gouache. The materials list can be found on the class google group and will be discussed during the first class meeting.

## Course Requirements and Assignments

“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 practice. Other course structures will have equivalent workload expectations as described in the syllabus.”

The majority of course requirements are projects that are technical in application to gain a proficient use in color. The beginning assignment consists of a 10 step-value scale to accurately discern how to create the illusion of light in a visual image. After gaining a foundation in implementing a value structure to construct a visual image, the use of color is added through assignments such as a color wheel, complementary color scale and color grid. From here, the course will observe the effects of “warm and cool color” temperature and replicate it in a painted project. Besides homework and critiques that reinforce projects throughout the semester a sketchbook of weekly painting is also required to practice observing color and light from nature.

### Final Examination or Evaluation

The final project is a series of four painted representational self-portraits. The student will use the same image for all four self-portraits, but implement four different color palettes. This project is due during the scheduled final exam schedule generated by the university.

### Grading Information

#### a. Policy

- Students will be graded first and foremost on the quality of your work. You are expected to complete and turn in each assignment on the due date specified here or in class. By turning in work late or unfinished, you will automatically receive a lower or failing grade.
- It is understandable that each student will have a different level of skill and experience. Those who have elementary skills are expected to work hard and show progress to achieve satisfactory results. Making a sincere effort to learn and improve over the semester will be taken into consideration when calculating final grades.

#### b. Project Weight Breakdown

- Projects (7)                    52.5%
- Final project                12.5%
- Homework                    20%
- Class participation        5%

#### c. Late Policy

- There are no make-up assignments. All assignments must be completed on the due date specified. Work not completed on the due date will be assigned a failing grade. Late work will be accepted only if prior

arrangements have been made with the instructor. Students must make these arrangements a minimum of 24 hours before the due date. Please note that emails and voicemail messages do not constitute a prior arrangement.

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%

### **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.

### **Classroom Protocol**

### **Class Participation**

- Students are expected to arrive on time to class and conduct themselves in a professional manner. Your class participation will be assessed on your attention and contribution to one-on-one and group critiques and on how you spend your time in class, working on assignments.

### **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.
- Clean the sinks if you use them for your project clean ups. Do not discard paints in the sink. Do not discard paper towels on the floor.

### **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/>

## Course Number / ANI 21 Color Principles, Semester, Course Schedule

The course schedule is subject to change or adjustments with fair notice. Notice will be given verbally in class or through Canvas or email.

### Course Schedule

Week (Optional)	Date	Topics, Readings, Assignments, Deadlines (If appropriate, add any extra column(s) to meet your needs.)
1	1/26	Introduction to understanding value & light.
1	1/31	(30) One value shape studies introduction
2	2/2	*B&W Value scale due
2	2/7	Critiques and Revisions
3	2/9	Critiques and Revisions
3	2/14	(20) Four value shape studies
4	2/16	Limited palettes; Warm & cool color temperature.
4	2/21	*Ultramarine & Burnt Sienna grid due Color grids; Studies & master copies.
5	2/23	(15) B&W still life studies, Critiques and Revisions
5	2/28	*Color wheel due
6	3/2	(2) Still life studies. Warm & cool Palette
6	3/7	Intro to Zorn palette. Critiques and Revisions
7	3/9	Critiques and Revisions
7	3/14	Critiques and Revisions
8	3/16	Color studies and exploration
8	3/21	Critiques and Revisions
9	3/23	*Color grid due
9	3/28	Spring Recess
10	3/31	Spring Recess – campus closed
10	4/4	Critiques and Revisions
11	4/6	Introduction to Landscape painting
11	4/11	Critiques and Revisions
12	4/13	*Color complement scale due
12	4/18	Critiques and Revisions

<b>Week (Optional)</b>	<b>Date</b>	<b>Topics, Readings, Assignments, Deadlines (If appropriate, add any extra column(s) to meet your needs.)</b>
13	4/20	Critiques and Revisions
13	4/25	Critiques and Revisions
14	4/27	Introduction to Final Project
14	5/2	* Warm & cool project due
15	5/4	Landscape painting
15	5/9	Critiques and Revisions
16	5/11	Critiques and Revisions
16	5/16	*Sketchbooks due
Final Exam	TBA	<a href="https://www.sjsu.edu/classes/final-exam-schedule/spring-2022.php">https://www.sjsu.edu/classes/final-exam-schedule/spring-2022.php</a>