

San José State University
School of Humanities and the Arts
ANI 31 2D Animation: Section 1 #24363

Course and Contact Information

Instructor:	Jeff Jackson
Office Location:	Art 219
Email:	Jeffrey.Jackson@sjsu.edu
Office Hours:	By email appointment only
Class Days/Time:	Sec 1: T/Th 6:00-8:50
Prerequisites:	BA Design Studies or BFA Animation/Illustration majors only

Course Format

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

Course Related Links

Canvas Section 3: <https://sjsu.instructure.com/courses/1375033>

Catalogue: https://catalog.sjsu.edu/preview_course_nopop.php?catoid=1&coid=159

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

Google Drive: https://drive.google.com/drive/folders/1ELCo101s1xACwfz4iPS8e0xl_Li_0hFv

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

ShrunkenheadMan Page: <https://www.shrunkenheadman.com/>

Course Description

Introduction to the basic elements of animation and representation. Included are motion and animation exercises to understand mass, movement through space, and reaction to external forces. Progressing to other fundamental animation studies culminating in a short original film of each student's creation.

Students are required to complete a series of exercises in kinetics, motion studies, and action analysis. ANI 31 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 31 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.

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, and attitude in their performances.
- Put the process of key pose, straight ahead, and inbetween animation into application

Required Texts

The Animator's Survival Kit, Richard Williams, https://www.amazon.com/Animators-Survival-Kit-Principles-Classical/dp/086547897X/ref=sr_1_1?crd=1I90G7ESMOVW3&dchild=1&keywords=animators+survival+kit&qd=1597249128&sprefix=animators+survival%2Caps%2C203&sr=8-1

Other texts and readings will be provided as course progresses.

Technology requirements / equipment / material

Students will be required to use camera and mic enabled CPU or laptop with a tablet such as a Wacom Intuos Pro. <https://www.wacom.com/en-us/products/pen-tablets/wacom-intuos-pro>

These tools will be used to run the Adobe Suite available free to SJSU students.

<https://www.sjsu.edu/ecampus/teaching-tools/adobe/students/index.html>

Students will need access to the internet to access Zoom meetings, post their work to Google Drive, send and receive emails and announcements.

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 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

Formatted “LastName_FirstName” ex: “Smith_John” Animation Tests

Formatted “Last name_First name_Test Name” ex. Smith_John_Brick Drop Quicktime .mov file,

Formatted “Last name_First name_Assignment Name” ex: Smith_John_Animatic

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 Project

Students will be given assignments and projects which will lead to a final project which will be shown on the Final Screening for the course.

Section 2 Final Screening:

Tuesday, May 24

5:15-7:30pm

Grading Information

Course Grade

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 <http://info.sjsu.edu/%20static/catalog/policies.html>

Add/drop deadlines can be found on the current academic calendar web page located at <https://www.sjsu.edu/registrar/calendar/Fall-2020.php>

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 is available at the Advising Hub at <https://www.sjsu.edu/advising/>

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.

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.

Course Assignment Schedules

Class deadlines will be assigned in class throughout the semester. Students will be responsible for keeping track of assignments and deadlines.

A plus = 1000 to 970 points
A = 969 to 940 points
A minus = 939 to 900 points
B plus = 899 to 870 points
B = 869 to 840 points
B minus = 839 to 800 points
C plus = 799 to 770 points
C = 769 to 740 points
C minus = 739 to 700 points

D plus = 699 to 670 points
D = 669 to 512 points
D minus = 639 to 600 points
F = 599 points or lower

<i>Grade</i>	<i>Points</i>	<i>Percentage</i>
<i>A plus</i>	<i>960 to 1000</i>	<i>96 to 100%</i>
<i>A</i>	<i>930 to 959</i>	<i>93 to 95%</i>
<i>A minus</i>	<i>900 to 929</i>	<i>90 to 92%</i>
<i>B plus</i>	<i>860 to 899</i>	<i>86 to 89 %</i>
<i>B</i>	<i>830 to 829</i>	<i>83 to 85%</i>
<i>B minus</i>	<i>800 to 829</i>	<i>80 to 82%</i>
<i>C plus</i>	<i>760 to 799</i>	<i>76 to 79%</i>
<i>C</i>	<i>730 to 759</i>	<i>73 to 75%</i>
<i>C minus</i>	<i>700 to 729</i>	<i>70 to 72%</i>
<i>D plus</i>	<i>660 to 699</i>	<i>66 to 69%</i>
<i>D</i>	<i>630 to 659</i>	<i>63 to 65%</i>
<i>D minus</i>	<i>600 to 629</i>	<i>60 to 62%</i>

Classroom Protocol

The class will meet at promptly at 12:30pm 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. 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 ANI 131

University Policies

Per [University Policy S16-9](https://www.sjsu.edu/senate/docs/S16-9.pdf) (<https://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](https://www.sjsu.edu/gup/syllabusinfo/) at <https://www.sjsu.edu/gup/syllabusinfo/>.

Rules of Conduct

Classes

1. Be on time. Late arrivals disrupt the class. Don't get stuck in the Waiting Room.
2. Turn off or silence your cell phone or other devices which will cause a distraction to you or the class.
3. Private conversations during lectures and class discussions are not permitted.
4. Mute unless you are asking a question or giving an answer.
5. Carry yourself in a professional manner. Do not log into class meetings in your pajamas or while in your bed. Make yourself presentable.
6. Cancel excess noise. Eliminate beeping smoke detectors, flushing toilets, barking dogs, and other audio distractions.
<https://nerdschalk.com/how-to-enable-noise-cancellation-for-meetings-on-zoom/#:~:text=Step%201%3A%20Open%20the%20Zoom%20app%20on%20your%20Android%20or,t o%20'Use%20Original%20Sound'>.
7. Keep cameras on during class unless told otherwise. Should you need to step away from your computer for a moment, turn off your camera but be sure to turn it on again when you return. Your participation grade involves participating.
8. Refrain from eating while in class/meeting.
9. Be prepared to share your screen, appropriately.

10. Use a virtual background and hide those dirty dishes piling up behind you.

<https://support.zoom.us/hc/en-us/articles/360045819512-Using-Virtual-Background-in-a-Zoom-Room>

Course Schedule included on following page.

ANI 31 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! Syllabus review, download Software, class expectations Get your supplies Install Software and make sure it works
2	2/1	Lecture: Animating in Animate Slow in/out Spacing exercise.
2	2/3	Work&Crit:Slow In/Out Read ASK p. 39-45
3	2/8	Lecture:Progressive Ball Bounce Last Day to Drop Classes without a “W” Grade.
3	2/10	Work&Crit:Progressive Ball Bounce DUE: Reading: ASK p46-57
4	2/15	Last Day To Add (Late Register) Lecture:Brick Drop
4	2/17	Work & Crit: Brick Drop
5	2/22	Lecture: Sack Drop DUE: Reading: ASK 61-68 Three ways to animate
5	2/24	Work & Crit: Sack Drop
6	3/1	Lecture: Paper Drop DUE: Reading: ASK p70-79
6	3/3	Work & Crit: paper Drop
7	3/8	Lecture Basic Walks – No Arms DUE: Reading: ASK p84-95
7	3/10	Work & Crit: Basic Walk DUE: Reading: ASK 102-109-117
8	3/15	Lecture: Adding Arms forward and back
8	3/17	Work & Crit Basic Walk With Arms DUE: Reading: ASK 118-127
9	3/22	Lecture: Character walks/strides Double Bounce, Skips, Sneaks, Limps etc. Shoot Reference
9	3/24	Workshop: Work in Class DUE: Reading: ASK 128-131
10	3/29	Spring Break
10	3/31	Spring Break
11	4/5	Lecture: Hollywood Walk Come up with your own Halloween walk

Week	Date	Topics, Readings, Assignments, Deadlines
11	4/7	Workshop: Work in Class DUE: Reading: ASK 148-155
12	4/12	Work & Crit Hollywood Walk
12	4/14	Corrections Hollywood Walk
13	4/19	Introduce Final Project DUE: Reading: ASK 217-235
13	4/21	Veteran's Day – Campus Closed
14	4/26	Storyboards/animatic. In class -Keys to time
14	4/28	Work In Class
16	5/3	First Pass Animation
16	5/5	Work In Class
17	5/10	Second Pass Animation
17	5/12	Last day of instruction Workshop
Final Exam	5/24	5:15-7:30pm Be sure final work is posted to Drive no less than 2 hours prior class start. Thanks for taking the class!