

San José State University
School of Humanities and the Arts
ANI 31, 2D Animation 1, Section 2, Spring, 2022

Course and Contact Information

Instructor:	Bryan Lind
Office Location:	Online
Email:	bryan.lind@sjsu.edu
Office Hours:	Fridays 8:30am to 10:00am (online booking @ https://lind-officehoursani.youcanbook.me/)
Class Days/Time:	Section 2: M/W 12:00-2:50pm
Online/Zoom links:	On Canvas page
Prerequisites:	BA Design Studies or BFA Animation/Illustration majors only

Course Format

This course will generally be divided into half lecture and half production. Class will begin promptly at 12:00pm and current project topics will be discussed and/or demonstrated. After lecture, students will be given the opportunity to work on the material discussed in lecture.

Course Related Links

Canvas Section 2: <https://sjsu.instructure.com/courses/1473097>

Catalogue: http://catalog.sjsu.edu/preview_course_nopop.php?catoid=2&coid=5594&

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

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.
- 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:

- 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 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

Students will be required to use camera and mic enabled computer 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:

- Folders Formatted: "LastName_FirstName_FolderName" ex: Smith_John_Animation Tests
- Video File Formatted: "LastName_FirstName_TestName" ex. Smith_John_Brick Drop.mp4
- Assignment Formatted: "LastName_FirstName_AssignmentName" 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 practice. 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 Screening:

- May 23rd from 9:45am -12:00pm

Grading Information

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.

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

Determination of Grades

<i>Grade</i>	<i>Percentage</i>
<i>A plus</i>	<i>97 to 100%</i>
<i>A</i>	<i>93 to 96%</i>
<i>A minus</i>	<i>90 to 92%</i>
<i>B plus</i>	<i>87 to 89 %</i>
<i>B</i>	<i>83 to 86%</i>
<i>B minus</i>	<i>80 to 82%</i>
<i>C plus</i>	<i>77 to 79%</i>
<i>C</i>	<i>73 to 76%</i>
<i>C minus</i>	<i>70 to 72%</i>
<i>D plus</i>	<i>67 to 69%</i>
<i>D</i>	<i>63 to 66%</i>
<i>D minus</i>	<i>60 to 62%</i>

Classroom Protocol

The class will meet promptly at 12:00pm 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. 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.

Rules of Conduct:

1. Be on time. Late arrivals disrupt the class. Don't get stuck in the Waiting Room.
2. Turn off/silence your phones or other devices which can be a distraction.
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/>
7. Keep cameras on during class unless told otherwise. If you need to step away for a moment, turn off your camera, but turn it on again when you return. Your participation grade involves participating.
8. ~~Refrain from eating while in class.~~ Normally, no eating in class, but on Zoom you can as long as you keep it discreet.
9. Be prepared to share your screen, appropriately.
10. Use a virtual background if you need to hide a mess behind you.

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' [Syllabus Information web page](http://www.sjsu.edu/gup/syllabusinfo/) at <http://www.sjsu.edu/gup/syllabusinfo/>". 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 is available at the Advising Hub at: <https://www.sjsu.edu/advising/>

ANI 31 Spring 2022 Course Schedule

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

Course Schedule

Week	Date	Topics, Readings, Assignments, Deadlines
1	1/26	First Day! Introductions Syllabus review, download Software, class expectations Get your supplies Install Software and make sure it works
2	1/31	Lecture: Animating in Animate, Ease-In/Out Ball Roll Animation
2	2/2	Lecture: Squash n' Stretch Ball Bounce Animation
3	2/7	Lecture: Arcs Progressive Ball Bounce Animation
3	2/9	Work n' Crit: Progressive Ball Bounce Animations
4	2/14	Lecture: Keys and Charting Brick Drop Animation
4	2/16	Work n' Crit: Brick Drop Animations
5	2/21	Lecture: Straight Ahead vs Pose to Pose, X-Sheets Paper Drop Animation
5	2/23	Work n' Crit: Paper Drop Timing and Keys
6	2/28	Work n' Crit: Paper Drop Polish
6	3/2	Jump Animation
7	3/7	Work n' Crit: Jump Mechanics Animation
7	3/9	Lecture: Adding in Overlapping Action to Jump
8	3/14	Work n' Crit: Overlapping Action Polish
8	3/16	Basic Walk Animation (8's and 16's)
9	3/21	Walking on 12's Animation Lecture: Adding Arms
9	3/23	Character Walk Animation
10	3/28	SPRING BREAK – No class
10	3/30	SPRING BREAK – No class
11	4/4	Work n' Crit: Timing your Walk, Reference to Keys
11	4/6	Work n' Crit: Keys to In-Betweens
12	4/11	Work n' Crit: Character Walk Polish Film Project Introductions

12	4/13	Finalizing Film Idea
13	4/18	Lecture: Blurbs to Boards (Thumbnailing); Storyboarding Basics
13	4/20	Lecture: Boards to Animatics
14	4/25	Work n' Crit: Animatics
14	4/27	Lecture: Animatics to Animation
15	5/2	1 on 1 Crits: First Pass Animation
15	5/4	1 on 1 Crits
16	5/9	1 on 1 Crits: Second Pass Animation
16	5/11	1 on 1 Crits
17	5/16	1 on 1 Crits: Final Pass Animation
Final Exam	5/23	9:45am-12:00pm Be sure final work is posted to Drive no less than 1 hour prior to class start. Thanks for taking the class!!