San José State University
Animation/Illustration – Department of Design
30983, ANI 31 2D Animation I, Section 04, Spring, 2022

Course and Contact Information

Instructor:	Brandon W Moore
Office Location:	Online / ART 223
Telephone:	TBA
Email:	brandon.moore@sjsu.edu
Office Hours:	Appointment by email
Class Days/Time:	MoWe 6:00pm - 8:50pm
Classroom:	Online
Prerequisites:	Allowed Declared Majors: Animation/Illustration and Design Studies

Course Format

Important Web Pages and Class Messaging

ANI Program Google group (mandatory for ANI students): www.shmgoogle.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.

Course Goals

- Develop the skills necessary to execute 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)

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

Required Texts/Readings

Textbook

The Animator's Survival Kit, Richard Williams, ISBN: 0-571-20228-4
Additional digital readings (Illusion of Life and Gesture Drawing for Animation) will be provided.

Other technology requirements / equipment / material

Drawing materials needed include but are not limited to:
- Adobe Animate (provided by SJSU's Adobe Creative Cloud).
- Tablet and Stylus for digital drawing on a computer.
- You will be required to shoot video reference for some of the assignments so you will need access to a digital camera capable of recording video.

Course Requirements and Assignments

A series of animation assignments, class exercises, in-progress assignment checks, and weekly drawings will be assigned throughout the semester. All animation and drawing assignments must be posted to the class Google Drive one hour before class for grading. Class assignments and in-progress grades will be submitted during class. Students are responsible for previewing the animation file before posting to the drive to ensure it plays correctly.

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 Examination or Evaluation

The final project will be an original short film utilizing the fundamental skills learned in throughout the semester.

Grading Information

Grades will be assigned according to University policy from A plus through F as outlined in the SJSU catalog. All assignments will be evaluated by how well the student executes the principles of animation and design, punctuality of submission, ability to follow directions, take notes, and participate in class activities.

Determination of Grades

60% - Animation Assignments
30% - Final Project
10% - Class Participation – includes attendance, providing peer-critiques to classmates, in-progress assignment checks, being prepared in class

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%

Classroom Protocol

The class will meet at promptly at the beginning of class. Every class will require the students to bring materials for working and/or will be required to present their progress for review. The instructor will discuss this in class.

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.

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/

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Note that this schedule is subject to change depending on how class progresses and you will be notified.

Course Schedule

Week	Date	Topics, Readings, Assignments, Deadlines
1	1/26	Supplies, Lesson: Spacing exercise
2	1/31	Due: Spacing exercise, Lesson: Cycled Ball Bounce

2	2/2	Work & Crit: Cycled Ball Bounce
3	2/7	Due: Cycled Ball Bounce, Lesson: Progressive Ball Bounce
3	2/9	Due: Progressive Ball Bounce, Lesson: Brick Drop
4	2/14	Work & Crit: Brick Drop
4	2/16	Due: Brick Drop, Lesson: Paper Drop
5	2/21	Work & Crit: Paper Drop
5	2/23	Due: Paper Drop, Lesson: Character Jump
6	2/28	Work & Crit: Character Jump
6	3/2	Due: Character Jump, Lesson: Basic Mechanical Walk
7	3/7	Work & Crit: Basic Mechanical Walk
7	3/9	Work & Crit: Basic Mechanical Walk
8	3/14	Work & Crit: Basic Mechanical Walk
8	3/16	Due: Basic Walk, Lesson: Personality Walk
9	3/21	Work & Crit: Personality Walk
9	3/23	Work & Crit: Personality Walk
10	3/28	***No Class - Spring Break***
10	3/30	***No Class - Spring Break***
11	4/4	Work & Crit: Personality Walk
11	4/6	Due: Personality Walk, Lesson: Final Film
12	4/11	Work & Crit: Final Film
12	4/13	Work & Crit: Final Film
13	4/18	Work & Crit: Final Film
13	4/20	Work & Crit: Final Film
14	4/25	Work & Crit: Final Film
14	4/27	Work & Crit: Final Film
15	5/2	Work & Crit: Final Film
15	5/4	Work & Crit: Final Film
16	5/9	Work & Crit: Final Film

16	5/11	Work & Crit: Final Film
17	5/16	Work & Crit: Final Film
Final Exam	5/23	Due: Final Film and all Revisions & Late Assignments (5:15pm - 7:30pm)