San José State University
Animation/Illustration – Department of Design
ANI 122-02, Illustration Fundamentals III, 02, SPRING, 2022

Course and Contact Information

Instructor: Owen Aurelio

Office Location: Art 211

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Email: OwenAurelio@SJSU.edu

Office Hours: M/W 11-12 pm by appointment

Class Days/Time: M/W 12-3 PM

Classroom: ART 243

Class Group Page: Discord. 122 Spring 2022

Course Format

Important Web Pages and Class Messaging

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

Course Description (Required)

Completion of a complex painting incorporating knowledge of drawing principles, construction, composition, value and technique. Prerequisite: ANI 055; Allowed declared Animation major only Misc/Lab: Activity 6 hours.

Course Goals

Students in 113B will build upon the fundamental skills of drawing and painting introduced in previous courses, while transitioning them to the equivalent in the digital medium. Special emphasis will be placed on the development of digital image-making proficiencies. They will further their understanding of perspective and composition through the completion of a series of drawings, still life studies, and value & color studies culminating in the production of two complex illustrations. The studies are designed to facilitate the finished illustrations: Two color renderings of an indigenous Northern California forest facilitated by their own study of the natural environment. The paintings must include recognizable plants and animals appropriate to the chosen environment, and satisfying the process and instructions presented throughout the course. The final illustration will feature an introduction to some of the core methods common to the Visual Development processes. The finished paintings will be formatted to a 1.66:1, wide screen, aspect ratio.

Learning Outcomes (LO)

1. LO1 to enable students to conceptualize, design, and complete two intricate illustrations within a proscribed deadline

2. LO2 introduce working methods necessary for concept artists in the screen arts

3. L03 basic introduction to the Visual Development pipeline

4. LO4 generation of several renderings and exercises aimed at developing the understanding and ability to

    complete the final process

Course Learning Outcomes (CLO) (Required)
Upon successful completion of this course, students will be able to:

1. CLO1 Students will develop better observational and interpretation skills
2. CLO2 Students will learn about and achieve greater "authenticity" in their work
3. CLO3 Students will learn to streamline production flow and juggle the stresses of rapid project deadlines
4. CLO4 Students will have a greater understanding of visual communication and story telling
5. CLO5 Students will be able to complete mature, professional level illustrations through a complex, effective process

Required Texts/Readings (Required)

Textbook

Links to online materials will be provided in class corresponding with appropriate projects. There are no required texts to purchase.

Other Readings

Color and Light: A Guide for the Realist Painter, James Gurney, Andrews McMeel 2010

Imaginative Realism: How to Paint What Doesn't Exist, James Gurney, Andrews McMeel 2009

Other technology requirements / equipment / material

A portable digital painting set up, lamp, egg, acorn, pine cone, sketchbook

Course Requirements and Assignments (Required)

Students will complete the following studies applicable to the final assignment:

1. Digital rendering of an Egg on a dynamic background
2. Digital rendering of the Pine Cone on dynamic background
3. Digital rendering and study of a NA tree in different lighting situations
4. Research, one-sheet, thumbnails, value comps, layouts, building a model, and color comps building towards the final paintings
5. Study of supporting story information resulting in a general complementary design
6. 2 Final Paintings with different moods
7. A sketchbook of weekly assignments and material related to projects

"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

Conceptualization, design, and complete two intricate illustrations within a proscribed deadline.

 "Faculty members are required to have a culminating activity for their courses, which can include a final examination, a final research paper or project, a final creative work or performance, a final portfolio of work, or other appropriate assignment."

Grading Information (Required)

Each assignment is designed to facilitate a better execution of the final project. All of the work is necessary for successful completion of the course. There is no grading curve, each student is carefully assessed individually, but all students are held to the same grading standards. Extra credit is available in the form of simple reports taken after event attendance (10 per half grade). Missed assignments may not be turned in any later than one class session after the deadline, and will be marked down heavily (usually no higher than a "C" is possible in this case). Work not turned in by this date will automatically fail. There is a small portion of the grade reserved for participation. Attendance will never be graded, but the absent student is solely responsible for acquiring any missed information.

Determination of Grades

• Grades are standard letter, and include +/-.
• Extra credit is 5 visits to program events equals one half grade, upon submission of a short write up and signature from a club official or event staff (never a faculty member)
• Students wishing to receive an A grade must turn in all assignments on time and do excellent work. • Work can be submitted one day late for one letter reduction in grade. It cannot be submitted after that. • A list of the percentage weight assigned to various class assignments is provided below.

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%

1. Digital rendering of an Egg on a dynamic background 5%
2. Digital rendering of the Pine Cone on dynamic background 10%
3. Digital Rendering and study of a NA tree in different lighting situations 10%
4. Research, one-sheet, thumbnails, value comps, layouts, building a model, and color comps building towards the final paintings 30%
5. Study of supporting story information resulting in a general complementary design 10%
6. 2 Final Paintings with different moods 20%
7. A sketchbook of weekly assignments and material related to projects 10%
8. Participation

Classroom Protocol

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 (Required)

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/

ANI 122 / Illustration Fundamentals III, SP20,
List the agenda for the semester including when and where the final exam will be held. Indicate the schedule is subject to change with fair notice and how the notice will be made available.

Course Schedule

Date	Topics, Readings, Assignments, Deadlines
W 01/26	INTRO Syllabus, Expectations, Authenticity, **Lecture Significance of Color** HW: Egg Comps/Photos
M 01/31	**Presentation** Work in class: egg rendering project **Lecture: Photoshop Basics**
W 2/2	Work in class: egg rendering project
M 02/7	**CRIT**: egg rendering project **Presentation** Work in class: Pine Cone rendering project
W 02/9	Work in class: Pine Cone rendering project **Lecture: STORY and DESIGN Basics**
M 02/14	Work in class:Pine Cone rendering project **5 Trees** *(BACK IN PERSON!!!)*

W 02/16	**CRIT**: Pine Cone rendering project **Presentation** Work in class: North American Trees project DAY **5 Trees Due/ CRIT**
M 02/21	Work in class: North American Trees project DAY **5 Trees/VIDEO**
W 02/23	**CRIT**: North American Trees project DAY **5 Trees Due**
M 02/28	**Presentation** Work in class: North American Trees project NIGHT **Field Trip: Collage Trees on Campus**
W 03/2	Work in class: North American Trees project NIGHT
M 03/7	**CRIT**: North American Trees project NIGHT Work in class: North American Trees project SPREAD assigned

W 03/9	Work in class: Speed Painting Lecture SPEED PAINTING STRATEGIES North American Trees project Spread Due
M 03/14	Work in class: Speed Painting
W 03/16	**Plein Air Field Trip*** **Alum Rock Park Area**
M 03/21	**Presentation FINAL PROJECT** **Field Trip Steinbeck Museum Lecture*** Lecture: ONE SHEET and STORY Reveal
W 03/23	Work in class: **One Sheet Review** and Story Analysis **LECTURE: STORY PRINCIPLES** **Thumbnails and Music**
M 03/28	**SPRING BREAK: NO CLASSES**
W 03/30	**SPRING BREAK: NO CLASSES**
M 04/04	Work in class: FINAL: Thumbnails

W 4/6	Work in class: FINAL: Thumbnails
M 4/11	Work in class: FINAL : Thumbnails and Story Analysis **Lecture Artistic Analysis and Art History**
W 04/13	Work in class: FINAL : Thumbnails and Comps **Cantor Museum Field Trip***
M 04/18	Work in class: FINAL: Comps HW: Model assigned & Photographs
W 04/20	Work in class: FINAL: MODEL and clarifying space Crit
M 04/25	Work in class: FINAL: Color Comps
W 04/27	Work in class: FINAL: Painting and Final Palette Selection **LECTURE Modern and Contemporary Art**
M 05/2	Work in class: FINAL: Painting **Field Trip SJSU MOMA***
W 05/4	Work in class: FINAL: Painting
M 05/9	Work in class: FINAL: Painting
W 05/11	Work in class: FINAL: Painting
M 05/16	LAST CLASS OF THE SEMESTER Work in class: FINAL
Final Times	122-01 Wednesday, May 18 7:15-9:30 AM 122-02 Monday, May 23 9:45 AM-12:00 PM 122-03 Tuesday, May 24 12:15-2:30 PM **ALL Wednesday, May 25 8-10 AM**

*Field Trips subject to change or removal as needed, they are never mandatory. I try to get multiple classes together at a time as lighting and opening hours make this difficult at different times and days.

KEY:
Blue is online
Red is day off and Final Schedule
Yellow is Final Project