San José State University
Animation/Illustration – Department of Design
ANI 134, Animation Production II – Intermediate Storyboarding Sec 01, SP2022

Course and Contact Information

Instructor:	Taylor Hsieh
Office Location:	Online appointment only
Telephone:	Email only
Email:	taylor.hsieh@sjsu.edu
Office Hours:	TR 9pm-10pm by appointment
Class Days/Time:	TR 6pm-8:50pm

Prerequisites:	ANI 133
Campus Police	911
Escort	42222

Program Updates: www.shmgoogle.com

Course Description

Advance studies in storyboarding, sequential visual narrative, film making, professional practices and portfolio preparation.

Course Format

Technology

This class will require use of Toon boom Storyboard Pro, the Adobe Creative Suite, and potentially many other programs as well, including the Microsoft Office Suite or equivalent. Also, as with past classes, students will be expected to utilize Google Drive and other technologies, all of which have been utilized previously in prior semesters. We will be using SyncSketch for reviews.

Class Messaging

Messages to the class will be sent through email. Important course materials such as the syllabus, major assignment handouts, etc. may be found on the class Google Drive.

Additional Information:

Intermediate Storyboarding for Animation and Film - Developing story ideas and understanding visual storytelling language used in film and animation.

This course will continue to explore the process of developing ideas for film and animation. Course work will include creating artwork for the visual interpretation of provided concepts as well as developing original ideas. In addition to conceptual exercises, students will continue to practice drawing and the use of cinematic language. Class time will be divided into lecture, in-class exercises, and critique, during which discussion and participation will be encouraged. Students will be required to complete homework assignments and presentations in the form of pitches.

This course will also put an emphasis on the development of professional practice: meeting deadlines, following direction, time management, professional conduct, and the submission of the highest level of work.

Course Goals Course Learning Outcomes (CLO)

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

1.   Demonstrate an advanced understanding of the visual language of cinematic storytelling.

2.   Demonstrate the ability to translate a story idea into a visual sequence.

3.   Successfully incorporate reference into their storyboard workflow.

4.   Demonstrate an ability to create high quality storyboards in a variety of styles.

Other technology requirements / equipment / material (REQUIRED)

- Computer with Toon Boom Storyboard Pro

- Wacom tablet (or other drawing tablet).

As part of the SJSU Animation/Illustration program, in this class, it is expected that you possess Toon Boom Storyboard Pro and will utilize it at some point in executing your projects for this class. It should be installed on your laptop along with the Adobe Creative Suite and Microsoft Office Suite.

Students can download Adobe software here:
https://www.sjsu.edu/ecampus/teaching-tools/adobe/students/index.html

Library Liaison (Optional)

For assistance in finding library resources, you may consult:

http://libguides.sjsu.edu/animation

and/or contact MLK Librarian Elisabeth Thomas. (elisabeth.thomas@sjsu.edu, or 408-808-2193.

Room / Lab Rules

In addition to the standing rules that apply to all ANI rooms and computer labs, the BFA lab is exclusive to BFA students. Other students must have faculty approval to work in the BFA lab.

Course Requirements and Assignments

SJSU classes are designed such that in order to be successful, it is expected that students will spend a minimum of forty-five hours for each unit of credit (normally three hours per unit per week), including preparing for class, participating in course activities, completing assignments, and so on. More details about student workload can be found in University Policy S12-3 at http://www.sjsu.edu/senate/docs/S12-3.pdf.

- Weekly Story Assignments: Will be done digitally.

- Storyboard Project #1: Creating a self contained story sequence through use of self created and/or online reference materials.

- Storyboard Project #2: Creating an entertaining action storyboard sequence within the guideline provided.

- Storyboard Project #3: Modify a provided story synopsis into a storyboard sequence, adding character(s), story, and entertaining elements to enhance the story.

- - IN-CLASS Exercises: Throughout the semester, there will also be various in-class exercises and activities.

Final Examination or Evaluation

Final Evaluation will include a final screening and discussion of Storyboard Project #3.

NOTE that University policy F69-24 at http://www.sjsu.edu/senate/docs/F69-24.pdf states that "Students should attend all meetings of their classes, not only because they are responsible for material discussed therein, but because active participation is frequently essential to insure maximum benefit for all members of the class. Attendance per se shall not be used as a criterion

for grading."

Grading Information (Required)

Determination of Grades

Obviously, the quality of the work, both conceptually and its final execution, is the primary component of the grade; but as mentioned above, the student's grade is also determined by his/her professional attitude, conduct, work ethic, and ability to meet deadlines and the challenges posed by the assignments. Above all, students are graded on the intelligence they demonstrate while they pursue, question, attempt, evaluate, struggle, succeed and/or fail at their assignments. ***Two or more missing assignments over the course of the semester almost guarantees a low class grade—turn in the work!***

Grades may be reviewed privately at any time by arranging a meeting with the instructor. If you want to know your grade—ask.

Late Policy
There are no make-up assignments. Late assignments will only be accepted if previous arrangements have been made with the instructor at least two days before the assignment is due. Voice mails do not constitute a previous arrangement, nor do midnight emails. If you must be absent, arrange to have someone else turn in your work for you. It is your responsibility. Treat it as you would a professional assignment. Deadlines can be adjusted without hurting your professional reputation; but only if an artist has demonstrated good faith and has given his client generous notice. Regardless, late assignments, even if accepted as above, will be given a lower grade.

25% Class Participation & Exercise
10% Weekly Story Panel
15% Project #1
15% Project #2
15% Project #3
20% Project #4

For further information about classroom activities, please refer to any handouts distributed for assignments. (Available in the class Google Group.)

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.

Class Online Policies

· Students must arrive to class on time ready to work.
· Always have your camera on (unless you absolutely can't).
· Upload a profile pic of yourself to your Zoom account.
· DO NOT ENGAGE IN SOCIAL MEDIA during class (unless is required by your instructor).
· If using a virtual background, please make sure it is appropriate.

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/

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Course Schedule (**Subject to change**)

Week *(Optional)*	Date	Topics, Readings, Assignments, Deadlines *(If appropriate, add any extra column(s) to meet your needs.)*

1	1/27/2022	● **LECTURE:** Self Intro: Who you are? Why do you want to do story? What do you want to learn from this class? ○ Class intro & Overview ● **EXERCISE:** Shooting Reference Photos ● **ASSIGNMENT:** Assignment #1 intro
2	2/01/2022	● **LECTURE:** Storyboarding refresher ● **EXERCISE:** Film study

2	2/03/2022	● **REVIEW:** Assignment# 1 pitch and review#1
		● **LECTURE:**
		    ○ Camera Framing Tips
		    ○ Story flows. How to set up your shots
		● **ASSIGNMENT:** Weekly panel assignment

3	2/08/2022	● **REVIEW:** weekly panel assignment review ● **LECTURE:** Thinking outside the box. ● **GROUP EXERCISE:** Gag Session!
3	2/10/2022	● **REVIEW:** Assignment #1 review #2 ● **LECTURE:** Storyboarding tips video ● **EXERCISE:** Film Study
4	2/15/2022	● **REVIEW:** Assignment #1 due & Presentation ● **ASSIGNMENT:** Assignment #2 intro
4	2/17/2022	● **REVIEW:** Weekly panel assignment review ● **LECTURE:** Acting and Gestures ● **EXERCISE**: film study
5	2/22/2022	● **REVIEW:** Assignment #2 review #1 ● **LECTURE:** TBA ● **EXERCISE:** What's next..?
5	2/24/2022	● **REVIEW:** Weekly Panel review ● **LECTURE:** Storyboarding tips video
6	3/01/2022	● **REVIEW:** Assignment #2 review #2 ● **LECTURE:** Push your Acting ● **EXERCISE:** 9 Panels
6	3/03/2022	● **REVIEW:** Assignment #2 due & Presentation ● **ASSIGNMENT:** Assignment #3 intro
7	3/08/2022	● **REVIEW:** Weekly panel assignment review ● **LECTURE:** Storyboard Style and how to board action ● **GROUP EXERCISE:** Gag session!
7	3/10/2022	● **REVIEW:** assignment #3 review #1 ● **LECTURE**: Keep it simple ● **EXERCISE**: Film Study
8	3/15/2022	● **REVIEW:** Weekly panel assignment review ● **LECTURE:** One on One and Work in Class
8	3/17/2022	● **REVIEW:** Assignment #3 review #2 ● **LECTURE**: Storyboarding process video ● **EXERCISE:** Film Study
9	3/22/2022	● **REVIEW:** Weekly panel assignment review ● **LECTURE:** Feature vs TV

9	3/24/2022	• **REVIEW:** Assignment #3 Review #3 • **EXERCISE:** What's next?
10	3/29/2022	• Spring Break
10	3/31/2022	• Spring Break
11	4/05/2022	• **REVIEW:** Weekly panel assignment review • **LECTURE:** Dealing with art block
11	4/07/2022	• **REVIEW:** Assignment #3 review #4 • **LECTURE:** one on one and work in class
12	4/12/2022	• **REVIEW:** Assignment #3 due and Presentation • **ASSIGNMENT:** Assignment #4 intro
12	4/14/2022	• **REVIEW:** Weekly panel review • **LECTURE:** work in class / Ideation / Group
13	4/19/2022	• **REVIEW**: Assignment #4 review #1 • **LECTURE**: TBA
13	4/21/2022	• **REVIEW:** Weekly Panel review • **LECTURE:** One on One and Work in Class
14	4/26/2022	• **REVIEW:** Assignment #4 review #2 • **LECTURE:** staying motivated • **GROUP EXERCISE:** Gag Session!
14	4/28/2022	• **REVIEW:** Weekly Panel review • **LECTURE**: TBA • **EXERCISE:** Film study
15	5/03/2022	• **REVIEW:** Assignment #4 review #3 • **LECTURE:** portfolio tips
15	5/05/2022	• **REVIEW:** Weekly Panel review • **LECTURE:** one on one
16	5/10/2022	• **REVIEW:** Assignment #4 Review #4 • **LECTURE**: one on one and work in class
16	5/12/2022	• **REVIEW:** Weekly Panel review • **Lecture:** Work in Class
Final Exam		• TBA