San José State University

Design Department - College of Humanities and Arts

ANI 161 Digital Animation I

Course and Contact Information Instructor: Christopher Lam

Office Location: Online

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Offce Hours: Wed 11:00am – 12:00pm

Class Days/Time: MW 6:00pm – 8:50pm

Classroom: Course WebPage: https://ani161.wordpress.com/

Course Format

Important Web Pages and Class Messaging

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

Class site: www.ani161.wordpress.com

Assignments, announcements, files and grades will be posted on Canvas

Assignments should be uploaded weekly on Syncsketch.com:

https://syncsketch.com/pro/#/project/107961/

We also have a Canvas Course page, please make sure to check that weekly. Course materials such as syllabus, handouts, notes, assignment instructions, etc. can be found on the Canvas learning management system course website. You are responsible for regularly checking our class page on Canvas to learn of any updates.

Course Description

In this class we will focus our attention on how to create believable movement by applying the traditional principles of animation to 3D digital characters, focusing on body mechanics. There is also special emphasis on the building blocks of an animated scene, and the work fow from planning phase to fnal animation, with focus on shot design and blocking. The project assignments will be introduced through hands-on demos and lectures, and will be completed by work done in class and continued at

home. Short films and scenes of feature animated and live action feature iflm will be used to illustrate the many concepts studied in this class. Prerequisites: ANI 061

Learning Outcomes

By the end of this class students should be able to:

- Understand well the Maya workflow, and how to take a shot from design to final phase
- Know how to block a shot using stepped and/or copied pairs techniques
- Animate broad action with solid body mechanics, appropriate for a intermediate level
- Know how to apply the traditional principles of animation in order to produce believable movement
- Introduce storytelling and character development to the scenes

Required Texts/Readings

The Animator's Survival kit

By Richard Williams; Published by Faber and Faber ISBN 0-571-20228-4 ISBN 0-571-21268-9

100 Tuesday Tips

By Griz and Norm Self published, please order here: https://www.etsy.com/listing/558709746/100-tuesday-tips-volume-1

Other equipment / material requirements

- a **3 button mouse** (Maya only works with a 3 button mouse, if you don't have one, please purchase one before the beginning of the semester)
- A USB external drive for storing DATA and to back up your work; (8 GB min recommended)
- Sketch book and pencils for drawing. Can be a used sketchbook, but it needs to be exclusive for this class.
- 3 to Sheets of transparencies and dry eraser (2 different colors)
- The latest version of Maya is available in all computers in the animation lab on campus. Student version is available for free dowload, but make sure to check if your computer can handle
- 3D characters: **Body mechanics Megapack** buy it here:h ttps://gumroad.com/l/xhrk Maya. In Special, check your video card configuration, and your processor memory.
- You will be required to shoot video reference for some of the assignments. Please be prepared

to do so, making sure you have some kind of device to record video. If you are using your cel phone please buy the "FILMIC PRO" app, which you will have to use to shoot video reference in your phone at 24 fps.

- You will need the ability to perform a simple film editing on your shots. Please use Premiere (available free for our students as art of the Adobe Creative Suite)

Characters and Rigs

- 3D characters: **Body mechanics Megapack** buy it here:https://gumroad.com/l/xhrk
- Stewart, from Animation Mentor:

http://www.animationmentor.com/free-maya-rig/

This character needs to be downloaded from the AM site (please do not share with friends). Also, you should credit Animation Mentor for the rig in any animation you creating using him. THIS IS VERY IMPORTANT – Stewart is copyrighted, and we need to follow the rules. Please read the agreement in the AM site and follow the rules.

Course Requirements and Assignments

Attendance

Students are expected to attend class regularly. Lateness of over 15 minutes counts as an absence. Students with 3 or more consecutive non-justifed absences will most likely fail the class – in three weeks we will cover a lot of ground and if you miss three consecutive weeks of classes it will be really hard to catch up later. Please send me an email (preferably in advance) if you are unable to attend class. 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."

Dropping and Adding

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/static/catalog/policies.html. Add/drop deadlines can be found on the current academic year calendars document on the Academic Calendars webpage at http://www.sjsu.edu/provost/services/academic_calendars/. The Late Drop Policy is available at

http://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
http://www.sjsu.edu/advising/.

Grading Policy

There will be weekly assignments and required readings. Students should complete the weekly assignments and have them assembled as a progress reel at midterm, and then again at the end of the semester. Both the midterm and fnal reels will be graded, as well as participation in class.

Grades will refect a student's overall engagement with the course material from throughout the term, as determined by factors such as the quality and creativity of assignment work, class participation, progress and effort.

Students are expected to complete and hand in every assignment for the course. Deadline for assignments will be strictly observed. STUDENTS ARE RESPONSIBLE FOR KEEPING A DIGITAL COPY OF ALL SCENES AND ASSIGNMENTS. PLEASE BACKUP YOUR WORK OFTEN.

This is a letter grade credit course.

Grading breakdown

Grades will reflect a student's overall engagement with the course material from throughout the term, as determined by factors such as the quality and creativity of assignment work, class attendance, class participation, progress and effort. Students are responsible for maintaining an updated record of all completed assignments.

• The following 4 **scene assignments** will account for **60% of your grade**

      Project 01 (Step to side): 10 points

      Project 02 2 (Jump): 10 points

      Project 03: (Throwing): 10 points

      Project 04: (Choose your scene) 10 points

• **Poses and Quick Studies** will be graded weekly, 1 point for assignment:

      If you do all Poses: 10 points

      If you do all QuickStudies: 10 points

• **Effort and Participation:** 10

• **Final reel :** 10 points

Grades will reflect a student's overall engagement with the course material from throughout the term, as determined by factors such as completion of all assignments, the quality of assignment work, class participation, progress and effort. Students are responsible for maintaining an updated record of all completed assignments.

Incomplete Grade Policy

Student will only be granted an incomplete grade if they are going through exceptional situations that required them to miss a majority of classes, or important class milestones, for exampel experiencing a compelling family emergency and/or life crisis. If you receive an incomplete you have to complete the work on your own and have one year to submit all fnal materials for consideration or your grade reverts to an FG.

Grading Percentage Breakdown	Please note:
94% and above = A	
93% - 90% = A-	
89% - 87% = B+	A = Excellent or Superior; or top 10% (93 to 100) = 4.0
86% - 84% = B	B = Above Average; or second 10% (83-92) = 3.0
83% - 80% = B-	C = Average; or third 10% (77-82) = 2.0
79% - 77% = C+	D = Below average, minimum passing grade (69-76); or
76% - 74% = C	fourth 10% = 1.00
73% - 70% = C-	F = Failure or Exceptionally Poor; or bottom 60% (0-68) =
69% - 67% = D+	0.00
66% - 64% = D	
63% - 60% = D-	
below 60% = F	

Students can consult their grades on Canvas for this class on an ongoing basis.

Online Class Protocol

- Students must arrive to class on time with materials ready to work.
- Cell phones must be silenced.
- Turn your camera on, and keep it on during classes as much as possible

- Use your real name is your zoom screen (First name only is ok)

- Use Chat window sparsely, only when necessary

- Be courteous and helpful to others, keep private conversations quiet on the chat

- Please schedule office hours if you need help

Remote Access to SJSU's computer lab:

If your computer doesn't meet hardware requirements to run Maya 2020, you have the option to use the computer labs on campus via remote login. All the information about remote login can be found here: https://docs.google.com/spreadsheets/d/1NcOHPr7yYEHvfhAiWnZq-HNqRo7TjrnQdwHZV8WKesI/edit?sp=sharing

Please revise all the documents on the folder and let your instructor know if you have any questions.

University Policies

General Expectations, Rights and Responsibilities of the Student

As members of the academic community, students accept both the rights and responsibilities incumbent upon all members of the institution. Students are encouraged to familiarize themselves with SJSU's policies and practices pertaining to the procedures to follow if and when questions or concerns about a class arises. See University Policy S90–5 at http://www.sjsu.edu/senate/docs/S90-5.pdf. More detailed information on a variety of related topics is available in the SJSU catalog, at http://info.sjsu.edu/web-dbgen/narr/catalog/rec-12234.12506.html. In general, it is recommended that students begin by seeking clarification or discussing concerns with their instructor. If such conversation is not possible, or if it does not serve to address the issue, it is recommended that the student contact the Department Chair as a next step.

Academic integrity

Your commitment, as a student, to learning is evidenced by your enrollment at San Jose State University. The University Academic Integrity Policy S07-2 at http://www.sjsu.edu/senate/docs/S07-2.pdf requires you to be honest in all your academic course work. Faculty members are required to report all infractions to the offce of Student Conduct and Ethical Development. The Student Conduct and Ethical Development website is available at http://www.sjsu.edu/studentconduct/.

Plagiarism

Academic Integrity policy (Academic Senate Policy F15-7)

"The University's Academic Integrity policy, located at http://www.sjsu.edu/senate/docs/S07-2.pdf, requires you to be honest in all your academic course work. Faculty members are required to report all infractions to the Office of Student Conduct and Ethical Development. The Student Conduct and Ethical Development website is available at https://www.sjsu.edu/studentconduct/

Instances of academic dishonesty will not be tolerated by the Animation/Illustration program. Cheating on exams, plagiarism, presenting the work of another as your own, or the use of another person's ideas without giving proper credit will result in AUTOMATIC EXPULSION FROM AND FAILURE OF THE COURSE, with possible expulsion from the Animation/Illustration Major. A second offense will result in IMMEDIATE EXPULSION from the Animation/Illustration Major.

This includes but is not limited to copying someone else's imagery, altering someone else's imagery, altering a pre-existing 3D model, tracing or copying animation, and submitting someone else's notes for a grade.

SJSU Counseling Services
The SJSU Counseling Services is located on the corner of 7th Street and San Fernando Street, in Room 201, Administration Building. Professional psychologists, social workers, and counselors are available to provide consultations on issues of student mental health, campus climate or psychological and academic issues on an individual, couple, or group basis. To schedule an appointment or learn more information, visit Counseling Services website at http://www.sjsu.edu/counseling.

*Please adjust this for the days you teach, and account for holidays such as spring break (on

Weekly Schedule of Assignments and Projects.

Please carefully read our guidelines for assignments here:
https://ani161.wordpress.com/category/requirements-and-guidelines/

Week	Date	Topics, Readings, Assignments
1		First day Instruction. Welcome
2		Project 01: Magician - timing practice https://ani161.wordpress.com/2020/01/14/assignment-01/ Project 02: Magician touching hat. Instructions here: https://ani161.wordpress.com/2020/01/17/magician-scene/
2		Assignment 01: https://ani161.wordpress.com/category/assignments/assignment-01/
3		Project 03: Step to the Side or Turn Around. Work on the "week 01" section, instructions here: https://ani161.wordpress.com/2020/01/17/step-to-the-side-or-turn-around/
3		Assignment 02: https://ani161.wordpress.com/2020/01/14/assignment-02/ Project 03: Step to the Side or Turn Around. Work on the "week 02" section, instructions here:
4		Project 03: Step to the Side or Turn Around. Work on the "week 03" and "week 04" section, instructions here:
4		Assignment 03: https://ani161.wordpress.com/2020/01/16/assignments-03/
5		Project 04: Jumps, week 01
5		Assignment 04: https://ani161.wordpress.com/2020/01/16/assignment-04/

6		Project 04: Jumps, week 02
6		Assignment 05: https://ani161.wordpress.com/2020/01/16/assignment-05/
7		Project 04: Jumps, week 03
7		Assignment 06: https://ani161.wordpress.com/2020/01/16/assignment-06/
8		Project 04: Jumps, week 04
8		Assignment 07: https://ani161.wordpress.com/2020/01/16/assignment-07/
9		Throwing Scene: "week 1": https://ani161.wordpress.com/2020/01/17/throwing/
9		Assignment 08: https://ani161.wordpress.com/2020/01/16/assignment-08/
10		Throwing Scene: "week 2": https://ani161.wordpress.com/2020/01/17/throwing/
10		Assignment 09: https://ani161.wordpress.com/2020/01/16/assignment-09/
11		Throwing Scene: "week 3": https://ani161.wordpress.com/2020/01/17/throwing/
11		Assignment 10: https://ani161.wordpress.com/2020/01/16/assignment-10/
12		Throwing Scene: "week 4": https://ani161.wordpress.com/2020/01/17/throwing/
12		Assignment 11: https://ani161.wordpress.com/2020/01/16/assignment-11/
13		Group project "week 01": https://ani161.wordpress.com/2020/01/17/group-sequence/
13		Work on group project in class.

14		Group project "week 02": https://ani161.wordpress.com/2020/01/17/group-sequence/
14		Work on group project in class.
15		Group project "week 03": https://ani161.wordpress.com/2020/01/17/group-sequence/
15		Work on group project in class.
16		Group project "week 04": https://ani161.wordpress.com/2020/01/17/group-sequence/
16		Work on group project in class.
17		Group project "week 05": https://ani161.wordpress.com/2020/01/17/group-sequence/
FINALS		Create a title card with your name, course number, semester and year. Edit together in one single movie file: the title card, all the poses (2 seconds each,) all the quick studies, and all the scene projects in one single movie files. Include the full group project at the end. For a list of all poses: https://ani161.wordpress.com/2020/01/16/all-pose-assignments/ For a list of all quick studies: https://ani161.wordpress.com/2020/01/16/all-quick-studies/

This course is copyrighted

"This course material was developed by Prof. Raquel Coelho, it is the intellectual property of the instructor and cannot be shared publicly without his/her approval. You may not publicly share or upload instructor generated material for this course such as exam, websites, course materials, syllabus, questions, lecture notes, or homework solutions without instructor consent."

Consent for Recording of Class and Public Sharing of Instructor Material

University Policy S12-7, http://www.sjsu.edu/senate/docs/S12-7.pdf, requires students to obtain

instructor's permission to record the course and the following items to be included in the syllabus: "Common courtesy and professional behavior dictate that you notify someone when you are recording him/her. You must obtain the instructor's permission to make audio or video recordings in this class. Such permission allows the recordings to be used for your private, study purposes only. The recordings are the intellectual property of the instructor; you have not been given any rights to reproduce or distribute the material."