San José State University

Animation/Illustration – Department of Design

ANI 175_01 Professional Practices in Animation and Illustration

Spring 2022 – Animation

Course and Contact Information

Instructor	Raquel Coelho
Office Location:	online, by appointment only. (link on
Telephone:	canvas)email only, please
Email:	Raquel.Coelho@sjsu.edu
Office Hours:	Tuesdays and Tursdays 11:0am to 12pm
Class Days/Time:	Tues/Thurs 8am to 10:50am
Course External website:	**link on canvas**

Course Format

Important Web Pages and Class Messaging

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

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

Assignments should be uploaded weekly on SyncSketch.com

We have a class site that should be consulted weekly for assignments and content:

https://3ddialogue.wordpress.com/

Course Description

This course will focus on understanding and practicing animation in dialogue shots for 3D characters, with special attention for body language, facial and hand expressions, thought process and acting.

Course Goals

The goal of this course is to give students the ability to animate shots where we see a character speaking, and give the illusion of emotion and thought process.

Course Learning Outcomes (CLO)

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

1. CLO#1: animate a shot with a character speaking and showing thought process and emotion

2. CLO#2: correctly use body language, facial and hand expressions in their scenes

3. CLO#3: have a better understanding of acting by analyzing live action films, and apply some of it in their own scenes.

Required Texts/Readings

Required book:

The Artist's Complete Guide to Facial Expressions Author: Gary Faigin

Publisher: Watson-Guptill Publication; ISBN-10:0823004325 and ISBN-13:978-0823004324

100 Tuesday Tips volume 2 – Author: Griz and Norm

Self Published, please order it here: https://www.etsy.com/listing/658496905/volume-2-100-tuesday-tips

The Definitive Book of Body Language

Authors: Allan + Barbara Pease

Manjul Publishing House; ISBN; 9781920816070

The Dictionary of Body language - A Field Guide to Human Behavior

Author: Joe Navarro;   ISBN: 9780062846877

Suggested books:

Emotions Revealed: Recognizing Faces and Feelings to Improve communication and Emotional Life; Author:

Paul Ekman; Publisher: Hold Paperbacks. ISBN 0805083391

Facial Expressions – A visual Reference for Artists;

Author: Mark Simon

Publisher: Watson-Guptill Publication Harvard Business Review, ISBN-10:0823016714; ISBN-13:978-0823016716

Acting for Animators: A Complete Guide To Performance Animation; Author: Ed Hooks; Publisher: Heinemann

Drama

ISBN-10: 0415580242 ; ISBN-13: 978-0415580243

(available at the Martin Luther King Library)

Other technology requirements / equipment / materials

A sketch book, pencils or pens to take notes. A laptop with Adobe Suite installed will be required.

An external drive to backup your files (should be brought to everyclass)

Please install Filmic Pro in your cel phone (or other app that shoots video at 24fps)

Table mirrors (the type we have in the computer lab). We recommend Sax Free-Standing and Single-Sided Self-Portrait Mirror - 8 1/2 x 11 inches (aprox $10)

-if you are working on your own computer please make sure to hve Maya 2020 installed. Also check if you computer has the minimum hardware requirements here: https://knowledge.autodesk.com/support/maya/learn-explore/caas/sfdcarticles/sfdcarticles/System-requirements-for-Autodesk-Maya-2020.html

Course Requirements and Assignments

"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

A final project will be required for this course.The final project will consist of a group project showing a character animation sequence designed, storyboarded, animated and lit by each group.

Grading Information

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 3 **scene assignments** will account for **60% of your grade**

    Project 01 (3 words): 10 points

    Project 02 2 (2 Characters, 2 Scenes): 10 points

    Project 03: (Group Sequence): 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.

OBS: 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 example 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 final materials for consideration or your grade reverts to an FG.

Determination of Grades

A grades indicate excellent work.	**A plus** = 100% to 97%	**C** = 76% to 73%
B grades indicate above average work.	**A** = 96% to 93%	**C minus** = 72% to 70%
C grades indicate average work.	**A minus** = 92% to 90%	**D plus** = 69% to 67%
D grades indicate below average work.	**B plus** = 89% to 87%	**D** = 66% to 63%
F grades are failing.	**B** = 86% to 83%	**D minus** = 62% to 60%
	B minus = 82% to 80%	**F** = 59% to 0%
	C plus = 79% to 77%	

Classroom ProtocolAnimation/Illustration Program Policies

- 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

Computer Labs: remote access information

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

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/

Assignment Policies

PRESENTATION AND FORMAT

All animation scenes should start, from blocking, with a set composition including a camera with aim, and should be presented in the correct aspect ratio (HD720). Please consider your composition carefully, and make sure the camera angle and staging is adequate to the scene you have in mind. **From day one I want to see playblast movies from the correct camera angle.** All Maya **final assignments** (including poses, quick studies and animations) should be rendered in the due date in HD 720 aspect ratio. They should include shadows and be well presented, with the character in high res (smooth skin) and with appropriated lighting.

PROJECTS, FILE ORGANIZATION AND NAMING CONVENTION

Please use maya to create a project for each animation project you will be working on. Your files will be organized within the folders created by Maya. When working on the lab, just copy your project directory to the computer in the lab, open Maya and "set project" to your folder. Work on your scene, and copy the project back to you flash or external drive.

Keep your files organized and name them with your firstNameLastName. Use numbers to save different versions of your animation – this way you can go back to a previous version if one version gets corrupted, preventing you from loosing work. The best way to do that is using the automatic "incremental save" in Maya.

BACK UP YOUR WORK

Back up often. You should have always a copy of your projects in your flash or external drive, and in your own desktop or laptop computer. If you have some extra cash, you may want to invest on a dedicate external drive for backing up your scenes. It's never a bad idea to be on the safe side with your data! YOU ARE SOLELY RESPONSIBLE FOR KEEPING COPIES OF ALL OF YOUR FILES FOR THIS CLASS – please keep Maya scenes and movie files for all assignments.

DEADLINES

Deadlines for all assignments will be strictly observed. Try your best to complete projects within the deadline. Assignments are planning with a specific deadline in mind for a reason. Please keep the deadlines in mind when organizing your homework schedule. This class requires a minimum or 10 hours a week dedicated to homework. Any less than that will hurt the quality of your work. You do need to put in the hours! In some weeks, expect to put MORE than 10 hours for completion of all homework.

WORK COLLABORATIVELY Animation is a very collaborative field. Even if you are a shy person, try to reach out for your classmates. Ask questions in class, connect with your classmates and ask them to give feedback on your work, or to help you when you are stuck. Help others when you see they need help. Doing this together will be more fun, and everybody will learn a lot more.

Course Schedule

IMPORTANT NOTE: <u>The schedule is subject to</u> changes. All changes will be notified in class or via "announcements" on Canvas.

Course Schedule

Week	Date	Topics, Readings, Assignments, Deadlines
1	01/27/22 Thursday	First day of class.
1	02/01/22 Tuesday	Pease Consult Canvas for details on assignments and readings
2	02/03/22 Thursday	Pease Consult Canvas for details on assignments and readings
2	02/08/22 Tues	Pease Consult Canvas for details on assignments and readings
3	02/10/22 Thurs	Pease Consult Canvas for details on assignments and readings
3	02/15/22 Tues	Pease Consult Canvas for details on assignments and readings
4	02/17/22 Thurs	Pease Consult Canvas for details on assignments and readings
4	02/22/23 Tues	Pease Consult Canvas for details on assignments and readings
5	02/24/22	From Assignment 04, do the Pose and the Quick Study:

Week	Date	Topics, Readings, Assignments, Deadlines
	Thurs	Pease Consult Canvas for details on assignments and readings
5	03/01/22 Tues	Pease Consult Canvas for details on assignments and readings _____
6	03/03/22 Thurs	Pease Consult Canvas for details on assignments and readings
6	03/08/22 Tues	Pease Consult Canvas for details on assignments and readings
7	03/10/22 Thurs	Pease Consult Canvas for details on assignments and readings
7	03/15/22 Tues	Pease Consult Canvas for details on assignments and readings
8	03/17/22 Thurs	Pease Consult Canvas for details on assignments and readings
8	03/22/22 Tues	Pease Consult Canvas for details on assignments and readings
9	03/24/22 Thurs	Pease Consult Canvas for details on assignments and readings
9	03/29/22 Tues	SPRING BREAK RECESS
10	03/31/22 Thurs	SPRING BREAK RECESS
10	04/05/22 Tues	Pease Consult Canvas for details on assignments and readings
11	04/07/22 Tues	Pease Consult Canvas for details on assignments and readings
11	04/12/22 Tues	Pease Consult Canvas for details on assignments and readings
12	04/14/22 Thurs	Pease Consult Canvas for details on assignments and readings
12	04/19/22	From Assignment 10, read the introduction, and do Research and Learn and the Shot Pick apart:

Week	Date	Topics, Readings, Assignments, Deadlines
	Tues	Pease Consult Canvas for details on assignments and readings
13	04/21/22 Thurs	Pease Consult Canvas for details on assignments and readings
13	04/26/22 Tues	Pease Consult Canvas for details on assignments and readings
14	04/28/22 Thurs	Pease Consult Canvas for details on assignments and readings
14	05/03/22 Tues	Pease Consult Canvas for details on assignments and readings
15	05/05/22 Thurs	Pease Consult Canvas for details on assignments and readings
15	05/10/22 Tues	Pease Consult Canvas for details on assignments and readings
	05/12/22 Thurs	Pease Consult Canvas for details on assignments and readings
	05/17/22	Dead day - no class
Final Exam	05/19/22	8:30am to 9:15 - Finals