

DePaul University
Spring 2018

ANI 340 Animation Production 1 SYLLABUS

Meeting time: T/TH 11:50 am – 1:20 pm

Location: Lab 527

Instructor: Meghann Artes

Office: CDM 518 (5th Floor)

Office Hours: T/TH 1:30pm – 3:00pm

Contact: 312-362-5877

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COURSE DESCRIPTION

Students will build on the skills learned in Animation Production I, and produce more ambitious projects. They will be expected to exhibit sophisticated technique, storytelling and content, and work to develop as creative artists through self-critique. The successful planning and completion of projects on time is essential. PREREQUISITE(S): ANI 220 and ANI 240 and junior standing

COURSE OVERVIEW

In this course, students will work to complete two short pieces of animation. One piece will be highly structured, and the other will leave more options open to the student's discretion. The central aim for both projects is creativity, visual design, and demonstration of sophisticated animation technique.

This course is designed to give advanced animation students the opportunity to produce work that displays creativity, craftsmanship and technical competence. For the larger project of the quarter, students may choose to work in any style, including but not limited to hand-drawn animation, 3D animation, digital cut-out animation, rotoscoping, compositing, motion capture, and experimental techniques.

A strong emphasis will be placed on visual style. Projects are expected to demonstrate a high degree of professional polish in their final stages.

Throughout the production process, students are expected to demonstrate the ability to set and meet reasonable goals for production. Projects should be creative and ambitious, but also realistic. They should show an awareness of how much work and time are required to complete the piece, and the ability to plan accordingly.

Class sessions of ANI340 will feature screenings of a range of works in order to observe successful techniques that can be applied to student projects. In-class discussions will provide forums for students to develop sensitivity to the artistry of animation.

PARTICIPATION

One of the best ways to learn in a classroom environment is through *active* participation in discussions and critiques. We will be spending a significant portion of our time in class observing and talking about animated films as well as each other's work. Please make the effort to voice your honest and constructive opinion. This creates a much more energetic and rewarding environment for everyone

COURSE SCHEDULE

All assignments submitted in digital format online, are **DUE** a minimum of 2 hours prior to class. Assignments may be submitted earlier, however.

Week ONE

3-27 Tuesday

Introductions
Review syllabus
Project I assigned

3-29 Thursday

ASSIGNMENT DUE: Project I Storyboards

Week TWO

4-3 Tuesday

Working with Sound

4-5 Thursday

Compression Basics

Week THREE

4-10 Tuesday

ASSIGNMENT DUE: Project I

4-12 Thursday

Project 2 Assigned

Week FOUR

4-17 Tuesday

ASSIGNMENT DUE: Pitches for Project 2

4-19 Thursday

Pitches for Project 2 continued
Lecture on Concept Art

Week FIVE

4-24 Tuesday

ASSIGNMENT DUE: Concept Art

4-26 Thursday

Continue concept Art Critiques and In-class work on storyboards

Week SIX

5-1 Tuesday

ASSIGNMENT DUE: Storyboard due for narrative films
Structure Pitch due for non-narrative films

5-3 Thursday

Lecture on Animatics
Lecture of 3D Pipelines

Week SEVEN

5-8 Tuesday

ASSIGNMENT DUE: Animatics
Non-narrative films must present 5 visual tests

5-10 Thursday

Animatic Presentations continued

Week EIGHT

5-15 Tuesday

ASSIGNMENT DUE: Milestone 1

5-17 Thursday

In Class work and Review

Week NINE

5-22 Tuesday

ASSIGNMENT DUE: Milestone 2

5-24 Thursday

In Class work and Review

Week TEN

5-29 Tuesday

ASSIGNMENT DUE: Milestone 3

5-31 Thursday

In Class work and Review

Week 11- Final Exam Time is 11:30AM -1:45PM on Tuesday, June 5 - Attendance mandatory

Assignment Due: Final Project 2 Film / Screen and group critique

*****Schedule subject to change****

GRADING BREAKDOWN

Project 1: Boards and Concept	5
Project 1: Final Film	15
Project 2: Pitch	5
Project 2: Concept Art	5
Project 2: Storyboard	10
Project 2: Animatic	10
Project 2: Milestone 1	10
Project 2: Milestone 2	10
Project 2: Milestone 3	10
Project 2: Final Film	20
Total	100

A =100-93	A- = 92-90	B+ =89-87
B = 86-83	B- =82-80	C+ =79-77
C =76-73	C- =72-70	D+ = 69-67
D =66-63	D- =62-60	F = 59-0

There will be two assigned projects during the course of the quarter. The first will be a short, two-week project, with focused design and simple narrative. The second project will use a longer-term production timeframe, and rely on the critique process to guide revisions and focus goals. In grading these two projects, students will be evaluated on:

- Amount of effort & work
- Visual design
- Attention to detail in the animation of characters and visual elements
- Creativity in concept and story
- Planning and execution of project
- Completeness and polish

MATERIALS AND SUPPLIES

All assignments in this class will be submitted digitally online through D2L unless otherwise noted.

Any assignment that is too big to fit on D2L can be sent to me through a website like www.wetransfer.com or dropbox. Please do not use google drive. It crashes my email!

COURSE POLICIES

In addition to DePaul University course policies (see student handbook), the following special policies will apply to this course:

Class/Workshop Rules - there will be **no** web surfing, phone calls, email checking, text messaging, or IMing during class at any time, except when I give you permission to do so.

CRITIQUES

Unless I tell you otherwise, assigned work must be completed and submitted through D2L. This will keep us from wasting valuable class time. **Handing in something unfinished is always better than nothing at all.** Due to the large size of our class, and the limited class time, not everyone's work will get a full review during class. If you'd like more feedback, arrange to discuss your work with me during my office hours. We will view and discuss everyone's final project during the last class.

ATTENDANCE POLICY

Absences will be excused with a doctor's note, or in the case of family emergency, upon consultation between your advisor and myself.

More than two absences will automatically result in a one-letter grade reduction for the course. Any student missing four or more classes will receive an "F" for the quarter. Contact me before class if you are unable to

attend. Being tardy to class two times counts as one absence.

Tardiness is defined as not in the classroom when attendance is called or departing before the class has been formally dismissed by the instructor. Tardiness that exceeds twenty minutes will be counted as an absence. TWO late arrivals or early departures, or a combination of both, are counted as one absence.

You are responsible for any missed lectures and assignments. If you miss a class, it is still your responsibility to turn in the assignment on time.

No incompletes will be given without documented proof of circumstances beyond your control.

You may not miss the final class date. Doing so will equal an automatic two letter grade reduction of your final grade. If for some reason you cannot make our final you must contact your instructor BEFORE the class. Excuses given after the fact will not be accepted.

EXTRA CREDIT

If you have not been tardy or missed a class during the quarter **AND** you actively participate in critiques and discussions you will receive extra credit points on your final overall grade for the quarter.

STUDENT RESPONSIBILITIES

Each student is responsible for their own time management and for meeting the expectations in the syllabus. The instructor is not responsible for reminding students of assignment deadlines in class. In the event of an absence, it is the student's responsibility to contact the instructor for an assignment sheet detailing any homework. If an assignment is listed on the syllabus you are still responsible for completing the assignment on time.

DEADLINES

Video production requires strict adherence to deadlines, therefore late assignments will not be accepted for grading and written feedback will be given at the instructor's discretion. You will NOT be eligible for an A in the class unless you turn in all assignments on time.

With certain exceptions, assignments in this class will be submitted digitally via D2L. The instructor will specify the preferred method of submission for each assignment.

All assignments submitted in digital format online, are **due** a minimum of 2 hours prior to class. Assignments may be submitted earlier, however.

BACK UP YOUR WORK

Failure of computer software and or Hardware will not be accepted as an extenuating circumstance for late projects or incomplete grades so back up your work at least once a week.

FINAL CLASS EXAM

Attendance is mandatory. Students who do not show up for the final critique will get their final grade reduced by 1 letter grade. If for some reason you cannot attend, contact the instructor before the final class. Excuses after the class will not be accepted.

CHANGES TO THE SCHEDULE

Depending on time factors, the assignments projected for the term may require slight alteration or rescheduling.

COLLEGE POLICIES

Online Course Evaluations

Evaluations are a way for students to provide valuable feedback regarding their instructor and the course. Detailed feedback will enable the instructor to continuously tailor teaching methods and course content to meet the learning goals of the course and the academic needs of the students. They are a requirement of the course and are key to continue to provide you with the highest quality of teaching. The evaluations are anonymous; the instructor

and administration do not track who entered what responses. A program is used to check if the student completed the evaluations, but the evaluation is completely separate from the student's identity. Since 100% participation is our goal, students are sent periodic reminders over three weeks. Students do not receive reminders once they complete the evaluation. Students complete the evaluation online in [CampusConnect](#).

Academic Integrity and Plagiarism

This course will be subject to the university's academic integrity policy. More information can be found at <http://academicintegrity.depaul.edu/>. If you have any questions be sure to consult with your professor.

Academic Policies

All students are required to manage their class schedules each term in accordance with the deadlines for enrolling and withdrawing as indicated in the [University Academic Calendar](#). Information on enrollment, withdrawal, grading and incompletes can be found at: cdm.depaul.edu/enrollment.

Students with Disabilities

Students who feel they may need an accommodation based on the impact of a disability should contact the instructor privately to discuss their specific needs. All discussions will remain confidential.

To ensure that you receive the most appropriate accommodation based on your needs, contact the instructor as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted the Center for Students with Disabilities (CSD) at: csd@depaul.edu.

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