

# Hominidae VR Project Bluelight Syllabus

DePaul University

## **Course Information**

Course Codes: ANI380/ANI480

Course Title: Project Bluelight

Prerequisites: None

Term: Winter 2019

Section: 1

Class Hours: Tuesdays and Thursdays 3:10pm - 4:40pm

Location: DePaul Center C106b

## **Faculty Information**

Brian Ferguson

[bfergus3@cdm.depaul.edu](mailto:bfergus3@cdm.depaul.edu)

Office Hours: Wednesday 9am - 12pm, 1pm - 5pm

Office Hours Location: CDM 461

Brian Andrews

[bandrew4@cdm.depaul.edu](mailto:bandrew4@cdm.depaul.edu)

Office Hours: Tuesday 10am - 1pm

Office Hours Location: CDM 477

## **Course Description**

Project Bluelight is a hands on Experiential Learning Domain course focused on the production of a digital motion picture written by students or faculty within the School of Cinematic Arts program. Students will work as crew under supervision of faculty members heading each of the various production areas. The goal is to produce a completed digital motion picture suitable for festivals or distribution.

## **Learning Domain Description**

Project Bluelight is included in the Liberal Studies program as a course with credit in the Experiential Learning domain. The Experiential Learning requirement engages students in the first-hand discovery of knowledge through observation and participation in activities, most often in field-based settings outside the classroom. This inductive process of “learning by doing and reflecting” is supported by theory-based information. In these courses, students compare and analyze issues, problems, and ideas through the lenses of their own personal experiences and evolving intellectual worldview.

Experiential Learning may take place in a regularly scheduled course, an approved internship, a Study Abroad course\*, or in an independent study approved on a case-by-case basis (utilizing the proper Independent Study Approval Form). All such courses may be offered in the student’s major and may count for both major field and Liberal Studies requirements. When more than four credit hours are earned from such an experience – for example, an eight-hour internship – four hours may be counted toward Liberal Studies requirements and four hours toward major program requirements. Experiential Learning is typically taken in the junior year as major field or other foundational knowledge is essential to ensure a successful outcome.

**Experiential Learning Domain Outcomes:**

Students will be able to:

- Apply particular concepts from readings, lectures, etc. to an analysis of lived experiences in the settings provided by the course.
- Use the experiences provided by the course to construct and articulate the impact of their experience on their understanding of course content.
- Understand the ethics appropriate to his or her experiential placement.
- Use their new understanding to make decisions and solve problems related to the course, whether at the setting provided by the course, or in other assignments.

**Satisfaction of Experiential Learning Outcome Requirements**

This course includes the university approved Experiential Learning Domain course outcomes, as well as project specific targeted learning outcomes designed within the domain guidelines. Students will analyze and reflect on their experience in a production journal which includes an initial expectations and learning goals statement, bi-weekly progress reflections, and a final essay and learning goals evaluation.

**Project Description**

Animation production and visual effects post-production virtual reality CG film *Hominidae*, written and directed by Brian Andrews. Students will learn to collaborate as part of an established production pipeline and receive direction from a director and supervising crew members. Students will work in specific crew member rolls and receive credit on the film.

**Project Specific Learning Outcomes:**

Students will be able to:

- Understand production protocols, procedures and the chain of command.
- Observe and participate in the workflow of a professional production pipeline.
- Develop basic skills in one or more production roles.
- Identify and solve problems in production.
- Contribute meaningfully and creatively to the making of a film.
- Facilitate learning in others.
- Reflect on their role as crewmembers in the workforce.

## **Assessments & Grading**

- Weekly Progress & Teamwork: 40%
- Project Deliverables: 30%
- Production Journal: 30%
  - Initial expectations and learning goals statement. (6%)
  - Bi-weekly reflections. (12%)
  - Final essay and learning goals evaluation. (12%)

Detailed project assignment sheets and evaluation rubrics are posted on D2L.

## **Textbook**

*The VES Handbook of Visual Effects: Industry Standard VFX Practices and Procedures*, Edited by Jeffery A. Okun & Susan Zwerman.

## **Course Outline**

### **Week 1**

Topics: Course Introduction & Syllabus Review, Production Pipeline Overview, Assignment of initial roles and teams.

Due: Production journal Initial expectations and learning goals statement, Weekly deliverables.

### **Week 2**

Topics: Team based deliverables critique, Project production.

Due: Weekly deliverables.

### **Week 3**

Topics: Team based deliverables critique, Project production.

Due: Production journal reflection 1, Weekly deliverables.

### **Week 4**

Topics: Team based deliverables critique, Project production.

Due: Weekly deliverables.

### **Week 5**

Topics: Team based deliverables critique, Project production.

Due: Production journal reflection 2, Weekly deliverables.

**Week 6**

Topics: Team based deliverables critique, Project production.

Due: Weekly deliverables.

**Week 7**

Topics: Team based deliverables critique, Project production.

Due: Production journal reflection 3, Weekly deliverables.

**Week 8**

Topics: Team based deliverables critique, Project production.

Due: Weekly deliverables.

**Week 9**

Topics: Team based deliverables critique, Project production.

Due: Production journal reflection 4, Weekly deliverables.

**Week 10**

Topics: Team based deliverables critique, Project production.

Due: Weekly deliverables.

**Week 11 - Finals Week**

Tuesday 3/19 2:30pm - 4:45pm (ANI Section) all final deliverables and renders due.

Thursday 3/21 11:30am - 1:45pm (DC Section) **Final Screening!** Final edit and exports due. Final essay and learning goals evaluation due.

**Course Policies**

- Focus: Class time requires your complete attention. All students are expected to participate in all class activities. This means no distractions, such as cell phone use, web browsing, texting/chatting, food, or working on other projects in class.
- Professionalism: Students are expected to act according to the professional environment of the classroom. This includes but is not limited to:
  - Maintaining a positive and open-minded attitude while participating in class discussions.
  - Progressively achieving the highest standards of quality of artwork to be submitted for grading.
  - Defending their artwork in an articulate manner that demonstrates critical and analytical thinking.
  - Demonstrating neat, self-disciplined, and timely work habits.
  - Attending class on time and stay throughout the whole class period.
- Attendance: Attendance is key to success in this course. Student who miss three days of class will have their final grade lowered by 20%. Students who miss four days of class will automatically fail the course. Missing more than 15 minutes of class counts as an absence.

- Contact: Please attend office hours and ask questions in person, as this is often the fastest way to answer a complex question. I also am available outside of office hours by appointment. I make every effort to respond to email within 24 hours, with the exception of Sundays and holidays. If you have an issue or emergency, please contact me as soon as possible before the next class date.
- Have fun: While making film and VFX can be challenging and stressful, don't forget to have fun and enjoy the process. We are all artists, and our art thrives when we put all of our passion and enthusiasm into our work.

## **University Policies**

### **Changes to Syllabus**

This syllabus is subject to change as necessary during the quarter. If a change occurs, it will be thoroughly addressed during class, posted under Announcements in D2L and sent via email.

### **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 Campus Connect.

### **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: <http://www.cdm.depaul.edu/Current%20Students/Pages/PoliciesandProcedures.aspx>

### **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](mailto:csd@depaul.edu).

Lewis Center 1420, 25 East Jackson Blvd.

Phone number: (312)362-8002

Fax: (312)362-6544

TTY: (773)325.7296