

**DePaul
SCA**

ANI 380/480

Animation Project Bluelight

Summer 2022 / June 13-July 15

Mon/Tues/Wed 10:00am–12:00pm, (break for lunch), & 1:00pm-4:00pm

Location: CDM room 722

Instructor: Devin Bell

Office: CDM 512

Email: devin.bell@depaul.edu

Office hours: Mon/Tues/Wed 1:00-2:00pm

**Course
Description**

Production of an animated digital motion picture written by students or faculty within the School of Cinematic Arts. Students will work as crew under supervision of faculty members heading each of the various production areas. The goal is to work towards a completed animated digital motion picture suitable for festivals or distribution.

Project Description

“Food Chain” is an exploration-based puzzle game loaded with expressive 2D character animation and beautiful alien landscapes. Students will learn to collaborate as a team building a prototype of the game while following a production pipeline. Teams will develop level design, game mechanics, character animation, sound/music, 3D and painted backgrounds, and other art assets to build a playable game. Students will take on specific roles with direction from supervisors, and receive credit on the game.

**Project Specific
Learning
Outcomes**

Students will be able to:

- 1) Understand a production pipeline for a game project.
- 2) Cultivate skills in level design, game development, and game art.
- 3) Collaborate with a group to accomplish specific department tasks by prototyping.
- 4) Solve problems through research, including studying sources for gameplay, production design, and tutorials.

**EL Domain
Learning
Outcomes**

Students will be able to:

- 1) Apply particular concepts from readings, lectures, etc. to an analysis of lived experiences in the settings provided by the course.
- 2) Use the experiences provided by the course to construct and articulate the impact of their experience on their understanding of course content.
- 3) Understand the ethics appropriate to his or her experiential placement.
- 4) 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.

How Learning Outcomes will be met

Production- roles and deliverables: Students will be assigned roles and work collaboratively to solve production problems, generate game content, and meet weekly checkpoints.

Production Journal: Written analysis on your own production experiences during the class. More than simply reporting your activities, these short entries should include expectations and reflections relating to course learning goals.

Gameplay and Production Design Analysis: Students will be required to research “Inside” (*Playdead*, 2016) and “Machinarium” (Amanita, 2009), and write a longer analysis than that of the production journal. This paper should address specific aspects of development, gameplay, and art direction found in each source, as well as how identified techniques relate to your role and how they could be applied and/or modified.

Learning Domain Description

ANI 380/480: Animation Project Blue light 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.

**Form of Experiential Learning:
Individual or group research project**

This research project involves extensive field or laboratory work. The project is supervised, evaluated and graded by a faculty member.

Required Materials and Resources

“Inside” (*Playdead*)- provided in lab
“Machinarium” (Amanita)- provided in lab

Sign up for Epic Games account (free), and download Unreal Engine 4 and 5

Join Food Chain- ANI Project Bluelight Discord Server:
<https://discord.gg/XaasdfAcvydfh>

Attendance Policy

Absences are not expected to exceed more than 10% (2 absences) of the number of classes scheduled for the term. Any student missing three or more classes will receive an "F" for the term. Contact me before class if you are unable to attend. Being late to class two times counts 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. Lecture notes alone will not make up for missed work.

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

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

Submissions

Checkpoints must be posted at least two hours prior to each Monday class so it can be compiled. Your work in progress will be reviewed every week, where you'll have a chance to ask questions, receive notes and make improvements. Note when you are assigned production journal entries, to be submitted on D2L.

Studio Environment

The success of this project depends on how well we work collaboratively. Unlike other classes, if one member of the team misses a deadline or delivers work of inferior quality, the group cannot proceed to the next stage. Therefore, you must meet the criteria weekly, and will be graded on these checkpoints.

- Late work: Late work will not be accepted unless approved of PRIOR to the class in which it is due or accompanied by a valid medical excuse.
- File Management: It is important that you learn our workflow ASAP, and ask questions if you are unclear about the pipeline. This will help to keep the production manageable.

Class Work

* Special Accommodations: If you have any special considerations please talk to me.

* 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 daily; it is strongly recommended to back up to more than one place.

Grading

Performance of role, attendance, and collaboration 40%
Project Deliverables- 30%
Production Journal and Game/Art Analysis paper- 30%

A = 100-93	A- = 92-90		
B+ = 89-88	B = 87-83	B- = 82-80	
C+ = 79-78	C = 77-73	C- = 72-70	
D+ = 69-68	D = 67-63	D- = 62-60	F = 59-0

Standards for Achievement:

Grade A:

Student performs in an outstanding way. Student exhibits achievement and craftsmanship in all work. Design criteria is exceeded and student challenges him/herself in project design. Student exhibits commitment to expanding ideas, vocabulary and performance.

Grade B:

Student performs beyond the requirement of the project. Student exhibits above average progress and craftsmanship. A design criterion is exceeded. Student exhibits above average interest in expanding idea, vocabulary, and performance.

Grade C:

Criteria of assignment is met, and all requirements are fulfilled. Student shows average quality work and minimum time and effort on projects. Student shows moderate interest.

Grade D:

Student performance is uneven and below average. Requirements for projects are only partially fulfilled. Minimal interest is shown and attendance, participation and involvement are inadequate.

Grade F

Student fails to meet minimum course requirements and shows no interest. Levels of participation and craftsmanship are extremely poor. Student's attendance is inadequate.

Requesting an incomplete grade:

An incomplete grade may only be assigned to a student if the student has experienced an extenuating circumstance near the end of the term, the student is in good standing in the class, and the request is made before

Cell Phones

All phone conversations should be conducted outside the class. Phone use should be used only for coursework (research, class Discord, etc.) and emergencies.

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.

* Special Accommodations/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.

Evaluations from students are a required part of the course and help the instructor recognize areas for improvement. Evaluations are anonymous. Students are sent periodic reminders automatically over three weeks, or until the evaluation is complete. Students complete the evaluation online in [CampusConnect](#).

Emergency Plan. An emergency can occur at any time, suddenly and without warning. The following link provides detailed information on Emergency Evacuation and Fire Alarm safety: <https://resources.depaul.edu/emergency-plan/emergency-evacuation/Pages/Evacuation.aspx>. The University will use the DPU Alert to announce school closing or other emergencies. In the event of an emergency evacuation, the primary outdoor assembly area for CDM will be Grant Park (Southeast corner of Jackson and Michigan Ave).

Preferred Name & Gender Pronouns. Professional courtesy and sensitivity are especially important with respect to individuals and topics dealing with differences of race, culture, religion, politics, sexual orientation, gender, gender variance, and nationalities. Please let me know your preferred name and pronoun, and be respectful of the preferences and identities of your peers. For more information, see the Student Preferred Name and Gender Policy at <http://policies.depaul.edu/policy/policy.aspx?pid=332>

Schedule

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/or sent via email. Unless otherwise noted, all assignments will be submitted online 1 hour prior to class. Assignments may be submitted earlier.

Week 1 June 13	Introduction to project Roles and experimentation Meeting 10am-12pm; Work time 1-4pm
June 14	Server Discussion Meeting 10am-12pm; Work time 1-4pm
June 15	Meeting 10am-12pm; Work time 1-4pm
Week 2 June 20	Meeting 10am-12pm; Work time 1-4pm Deliverables due Production Journal #1 due
June 21	Meeting 10am-12pm; Work time 1-4pm
June 22	Meeting 10am-12pm; Work time 1-4pm
Week 3 June 27	Meeting 10am-12pm; Work time 1-4pm Deliverables due Gameplay and Production Design Analysis Paper due
June 28	Meeting 10am-12pm; Work time 1-4pm
June 29	Meeting 10am-12pm; Work time 1-4pm
Week 4 July 4	Monday- HOLIDAY- no class
July 5	Meeting 10am-12pm; Work time 1-4pm

	Deliverables due
July 6	Meeting 10am-12pm; Work time 1-4pm
Week 5 July 11	Meeting 10am-12pm; Work time 1-4pm Deliverables due Production Journal #1 due
July 12	Meeting 10am-12pm; Work time 1-4pm
July 13	Meeting 10am-12pm; Work time 1-4pm