

ANI 394 Capstone SYLLABUS

Meeting time: T/TH 3:10 pm – 4:40 pm
Location: Lab 527

Instructor: Meghann Artes
Office: CDM 518 (5th Floor)
Office Hours: Tuesday 2:15 pm-3:00pm
Tuesday 4:45 pm-5:30pm
Thursday 2:15 pm-3:00pm
Thursday 4:45 pm-5:30pm

Contact: 312-362-5877
Email: martes@cdm.depaul.edu

COURSE DESCRIPTION

This production-based course comprises the first of a two-course sequence that provides the student with an Animation capstone experience. These courses connect the student's Animation coursework with their overall Liberal Studies coursework through three components: class lectures and discussions, independent analysis and reflection, and the creation of a significant animation project. Students will employ the knowledge they have learned and the skills they have acquired in all their Animation courses to date to produce a significant animation project. The course sequence is designed to be taken in two consecutive quarters.

OBJECTIVES

This course will concentrate on facilitating the student's production of animation projects. The topics of idea generation, experimentation, problem solving, planning and time management, and the process of critical analysis will be applied to the student's work, with the choice of animation technique, content and form left to the individual. Students will learn the importance of bringing projects to completion.

The purpose of this class is to help you succeed in creating your animation.

WORK EXPECTATIONS - The Two Rules

Rule 1: The most important thing this quarter, is that you dedicate quality work time each week towards your film. This isn't the type of project you can do all at once at the end of two quarters! In order to end up with a piece you will feel represents you as a film maker, you should plan to put aside *at least* 8 hours on your project per week. Any additional hours you put in on top of this will just raise your quality that much higher.

Rule 2: You must bring something to work on during each class regardless of what is due that day.

CLASSWORK – Assignments

- The majority of your grade for each assignment will be based on whether or not you actually completed the work. Work that has been thrown together thoughtlessly or is incomplete will earn you a C or D. Work that is completed will be given a B or A. Your actual grade within that range will depend upon the quality of what you did complete.
- **Late work:** Because the majority of grade for each assignment is based off of completeness, any late assignments will be an automatic F for that assignment.

- **Written Assignments:** Must be typed.
- **Digital Assignments:** All assignments handed in digitally must be in the following format
 - lastnameFirstname_projectname.extension
 - example: artesmeghann_Animatic.mov

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 on a regular basis and always save incrementally if working on a computer.

Special Accommodations: If you have any special considerations please see the instructor.

CRITIQUES

Unless I tell you otherwise, assigned work must be completed and submitted through COLweb. 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

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 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.

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 your instructor **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.

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.

GRADING BREAKDOWN

-Pitches	10
-Step Outline	5
-Storyboards	10
-Animatic Presentations	20
-Concept Art	10
-Milestone 1	10
-Milestone 2	10
-Final Presentation	25

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

A indicates excellence, B indicates good work, C indicates satisfactory work, D work is unsatisfactory in some respect, F is substantially unsatisfactory work.

STUDENT RESONSABILITIES

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.

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** net surfing, phone calls, email checking, text messaging, or IMing during class at any time, except when I give you permission to do so.

Class Participation - is encouraged and students will be graded on the extent to which they are involved throughout the quarter. Participation is an amazing tool for learning and should be done in a constructive way, especially when giving or receiving project critiques.

Midterm and Final Class Exam - Attendance is mandatory. Students who do not show up will get their final grade reduced by 2 letter grades. 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.

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

Course Schedule

Week ONE –TH 9/12

Introductions
Review syllabus

Overview of both quarters, Expectations, Group Projects, Collaboration sites, Skype channels, planning.

Week TWO – T 9/17 and TH 9/19

Present Ideas Part 1

Present Ideas Part 2

Week THREE – T 9/24 and TH 9/26

Step Outlines

Individual/Group Critiques

Week FOUR – T 10/1 and TH 10/3

Present Storyboards

Individual/Group Critiques

Week FIVE- T 10/8 and TH 10/10

Present ROUGH Animatics

Individual/Group Critiques

Note: Animatics for 3D Projects must be in 3D. Playblasts are acceptable.

Week SIX – T 10/15 and TH 10/17

Present FINAL Animatics

Script Breakdowns for Voice Recordings Due

Week SEVEN – T 10/22 and TH 10/24

Present Concept Art / Color Palettes

Reference art, character concepts, environment concepts, color palettes

Week EIGHT- T 10/29 and TH 10/31

Milestone 1

3D – One Character Model Complete

2D – 8 seconds of animation complete

Stop-motion – One puppet completed

Experimental – TBD by instructor

Week NINE - T 11/5 and TH 11/7

Animation Rules

Individual Critiques

In Class Work Time

Week TEN – T 11/12 and TH 11/14

Milestone 2

3D – One character textured and rigged

2D – 16 seconds of animation complete

Stop-motion – Two puppets completed

Experimental – TBD by instructor

Week ELEVEN – T 11/19

Individual Critiques

FINALS WEEK – T 11/26 - FINAL EXAM 2:45pm-5:00pm

ATTENDENCE IS MANDATORY

3D: 10 seconds of animation due. At least one shot must be completely finished...textured, lit, and rendered.

2D: 20 seconds of animation due. At least 10 seconds must be completely finished, "inked and painted", with background.

Stop-motion: 20 seconds of animation due. Two sets finished

Experimental: TBD by instructor

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