**ANI 220: STORYBOARDING AND NARRATIVE DEVELOPMENT**

 WINTER 2014, CDM BUILDING, ROOM 218 , M/W 10:10am–11:40am

Instructor: STEVE SOCKI (email: ssocki@cdm.depaul.edu)

Office: 465, CDM Building , Hours: Mon & Wed: 3:30pm - 5:00pm, phone: 312 262 8273

**Summary Of Course**

This class will focus on storyboarding and developing ideas as key pre-production tools for narrative animation, film, and gaming projects.  The lectures, class work, and assignments will help students to expand their own cinematic drawing techniques, and help them to develop clear and dynamic stories for the screen.  A variety of live-action and animated films and professional storyboards will be analyzed in class.  Students will develop their personal style of boarding through a series of exercises and assignments. They will complete a short final animatic - a comprehensive pre-production blueprint for a project of their own choice.

**Textbooks and Printed Resources**

 Required: Prepare to Board! Creating Story and Characters for Animation Features and Shorts, by Nancy Beiman

Recommended: [**Dream Worlds: Production Design for Animation**](http://www.amazon.com/gp/product/B00ABLRFZG/ref%3Dpd_lpo_k2_dp_sr_1?pf_rd_p=486539851&pf_rd_s=lpo-top-stripe-1&pf_rd_t=201&pf_rd_i=0240520939&pf_rd_m=ATVPDKIKX0DER&pf_rd_r=0X8QP5H5YRKDGZB7PJFN)**, by Hans Baker**

Also Recommended: [**Directing the Story**](http://www.amazon.com/Directing-the-Story-ebook/dp/B003VIWRZY/ref%3Ddp_kinw_strp_1)**, by Francis Glebas**

**Prerequisites**

ANI 101, ANI 201 or DC 110

**Grading**

65% - Weekly Assignments

10% - Attendance & Participation

10% - Midterm Quiz

15% - Final Project

**ATTENDANCE POLICY:**

More than two unexcused absences will result in a one-letter grade reduction for the course.  Any student missing six or more classes will receive an "F" for the quarter.  Contact me before class if you are unable to attend.  Being late to class three 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.  We have very tight deadlines that are in place to benefit you and your projects.  Lecture notes alone will not make up for missed work.

Do not miss the midterm quiz or final class date (critique of final project.  This will result in a reduction of a letter grade of your final grade.  If for some reason you cannot make one of these dates you must contact me BEFORE the class. Excuses given after the fact will not be accepted.

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

**Participation**

One of the best ways to learn in a classroom environment is through *active* participation in discussions and critiques.  Generally, we will be following a pattern of creating storyboards and then discussing them in critique the following week.  When I open up the floor for you to speak, please make the effort to voice your honest and constructive opinion.  This will help you learn from your mistakes and progress in your storytelling abilities.

**Cell Phones & Laptops**

Do not use cell phones, ipads, or lap tops in the class - it is distracting.  It is permitted to take notes on devices during lectures, but not during critiques or during screenings.  Repeated use of laptops or texting will result in a lowered participation grade for the class.  All phone conversations should be conducted outside the class.

**Class Work**

**Assignments**

 Must be completed and submitted through COLweb one hour BEFORE class starts. Points will be deducted for all late assignment. For most of the boarding projects you will submit scanned files as multi-page Word docs, pdfs, or jpegs.  For all time-based projects I request that you use QuickTime format unless discussed with me previously.  Class time is for working with the material at hand, not finishing late assignments.  There will be one or two written assignments and these must be typed.

All assignments must be submitted digitally to COL and must include your last name in the title.  For example: Socki\_Tone Board. pf

**Software & Supplies**

Students are expected to buy a sketchbook, any size, which should be brought to every class. I will provide paneled storyboard paper for any in-class assignments. Most of the assignments can be drawn on pape,r but they must be scanned and submitted to the COL site on time for credit. It is strongly suggested that students work digitally in programs like Photoshop, but this is not required. It is required to work in After Effects for two of the assignments. This program is available on any of the CDM building computers. The final project file will usually be too large to submit to COL, so students must plan on bringing this file on a USB drive or a small hard drive.

**Critiques**

Students will be expected to participate in weekly group critiques of assignments. It is important to be able to pitch ideas out loud to the class, and to be part of group discussions.

**Quick Clips**

Each student will give one brief presentation to the class – we call this a Quick Clip. They will show a 3 minute clip of their choice from any film that shows some kind of interesting and inspirational storytelling. This will initiate a short class discussion.

**Reference Material & Additional Resource Material:**

 Class Notes and other reference material will be posted to the COL throughout the quarter.

**Online Teaching Evaluation**

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 at [http://campusconnect.depaul.edu](http://campusconnect.depaul.edu')

**Email**

Email is the primary means of communication between faculty and students enrolled in this course outside of class time. Students should be sure their email listed under "demographic information" at [http://campusconnect.depaul.edu](http://campusconnect.depaul.edu/) is correct.

**Academic Integrity Policy**

This course will be subject to the faculty council rules on the [Academic Integrity Policy](http://academicintegrity.depaul.edu/)

**Plagiarism**

The university and school policy on plagiarism can be summarized as follows: Students in this course, as well as all other courses in which independent research or writing play a vital part in the course requirements, should be aware of the strong sanctions that can be imposed against someone guilty of plagiarism. If proven, a charge of plagiarism could result in an automatic F in the course and possible expulsion. The strongest of sanctions will be imposed on anyone who submits as his/her own work a report, examination paper, computer file, lab report, or other assignment, which has been prepared by someone else. If you have any questions or doubts about what plagiarism entails or how to properly acknowledge source materials be sure to consult the instructor.

**Incomplete**

An incomplete grade is given only for an exceptional reason such as a death in the family, a serious illness, etc. Any such reason must be documented. Any incomplete request must be made at least two weeks before the final, and approved by the Dean of the College of Computing and Digital Media. Any consequences resulting from a poor grade for the course will not be considered as valid reasons for such a request.

**Resources for 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 contact the Center for Students with Disabilities (CSD) at:

Student Center, LPC, Suite #370  Phone number: (773)325.1677  Fax: (773)325.3720  TTY: (773)325.7296

WEEKLY SCHEDULE

Subject to change throughout semester, will adjust per needs of students.

WEEK 1

Introductions

Review Syllabus, Textbook, & Structure of Class

Online Handouts & Reference, Assignment Submission Process

Start to keep “Sketchbook”

Buy “Nancy Beiman” Textbook

WEEK 2

Lecture: Storyboard Basic Terms, Film Grammar

Lecture: Staging, Composition

In Class: Samples of Professional Storyboards, Film Clips, Analysis

Exercise: Bring “Sketchbook,” Do Figure Sketches

Exercise: Rough Staging Techniques

Assign: “Walk Board”

Read: “Nancy Beiman” Chapter 11

WEEK 3

Lecture: Visual Clarity, Tone Studies & Contrast

Lecture: Camera Moves, Transitions

In Class: Critique “Walk Board”

Exercise: Tone Studies, Framing Devices

Assign: “Tone Studies Board”

Read: “Nancy Beiman” Chapter 14

WEEK 4

Lecture: Character Acting & Posing

Lecture: Dialogue

In Class: Critique “Tone Studies Board”

Assign: “Dialogue Board”

Review for Quiz – “Principles of Storyboarding”

Read: “Nancy Beiman” Chapter 1 & 2

WEEK 5

Lecture: Working with Music, Structure

In Class Quiz: “Principles of Storyboarding”

Critique: “Dialogue Board”

Assign: Rough Beat Boards for “Music Project”

WEEK 6

Lecture: Story Development, 3-Act Structure

In Class: Critique “Music Project” Beat Boards

Assign: “Music Project” - Animatic

WEEK 7

Lecture: The Pitch

Critique: “Music Project” – Animatic Rendered in QuickTime

Assign: Develop 3 Ideas for “Final Project,“ Practice Pitch

Read: “Nancy Beiman” Chapter 4

WEEK 8

Lecture: Character Development

In Class: Pitch 3 Rough Story Ideas

Assign: “Final Project” Beat Boards, Main Character Development

WEEK 9

Lecture: Revising “Final Project” Storyboards

In Class: Critique “Final Project” Beat Boards, Character Development

Assign: Revisions & Audio on “Final Project” Boards

WEEK 10

No Class

Individual Meetings – Review Rough Cut of “Final Project”

Assign: Complete “Final Project” Animatic with Sound in QuickTime

WEEK 11

“Final Project” and Critique