

**DePaul
CIM**

ANI 220

Storyboarding and Narrative Development

Fall 2014 | M/W 10:10am – 11:40am | location: CDM 222

Instructor: Devin Bell

Office: CDM 512

Email: dbell@cdm.depaul.edu

Phone: (312)362-6156

Office hours: M/W 11:45am-1:15pm

Vimeo Group (join on first day): <https://vimeo.com/groups/ani220fall2014>

Course Description:

This class focuses on storyboarding and writing as key pre-production tools for narrative animation, film, and gaming projects. The lectures, class work and assignments will help you expand cinematic drawing techniques and write clear and dynamic stories for the screen. A range of live-action and animated films will be explored while you develop your own personal style. Lastly, each student will complete a short animatic- a comprehensive pre-production blueprint for a project of their choice. **PREREQUISITE(S):** ANI 101, ANI 201 or DC 110

Learning Outcomes:

- 1) Students will learn the basic principles of storyboarding and pre-production techniques, analyzing how these tools apply to animation, gaming and live-action projects.
- 2) Students will utilize visual vocabulary to develop narrative works, including an introductory exploration of translating screenplays to storyboards.
- 3) Students will discover their own styles of boarding based on their response to the tools, techniques, visual research and conceptual work.
- 4) Students will produce an animatic.

Texts and Materials

REQUIRED TEXTS:

“Prepare to Board! Creating Story and Characters for Animation Features and Shorts, 2nd Edition”

Beiman, Nancy. Publisher: Focal Press/ Taylor & Francis Group, 2012.

ISBN-13: 978-0240818788

Attendance Policy:

More than two absences will automatically result in a one-letter grade reduction for the course. Any student missing five 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. Lecture notes alone will not make up for missed work.

You may not miss the quiz, 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, 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.

Important dates for Fall 2014:

- **September 16- last day to add/drop classes**
- **September 23- last day to withdraw with no tuition penalty**
- **October 28- last day to withdraw**

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 in 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.

“Quick Clips” Students will sign up for a 5-minute time slot during the quarter to bring in a “Quick Clip” of their choosing. This brief presentation should be relevant to cinematic storytelling or narrative development. The purpose is to show the class many different sources of inventiveness, so select the 2-3 minute clip that most inspires you.

Class Work

Assignments

- Must be completed and submitted through D2L one hour BEFORE class starts. Late assignments will be accepted with teacher discretion only. 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.
- 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.
- Written Assignments: Must be typed.
- Digital Assignments: All assignments handed in digitally must be in the following format (please note upper and lower case usage)
 - lastnameFirstname_projectname.extension
 - example: bellDevin_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 daily.

* Accommodations/Disabilities: If you have any particular considerations or concerns, please talk to me and/or contact the Center for Students with Disabilities (CSD) at: csd@depaul.edu.

Grading

<u>Assignments</u>	65% of grade
<u>Quiz- storyboarding principles</u>	10% of grade
<u>Final Project: Animatic</u>	25% of grade
Total	100%

	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 the end of the term.

Cell Phones

Use of cell phones in the class and the lab is prohibited. Please turn your phone off before entering class. Mistakes will happen (to me too), but repeated failure to turn your phone off will result in a lowered grade for the class. All phone conversations should be conducted outside the class.

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.

Materials and Supplies

Almost all in-class work will be done on provided paneled paper, 8.5 x 11 sheets. Boarding Templates and supplemental reading assignments will be made available through D2L. You will need access to a printer, scanner and the Adobe Creative suite (Photoshop, Flash and After Effects) to complete most assignments. All tools are available in several CDM computer labs. The final animatic project will be submitted as a Quicktime file online, on disc or drive. For work in progress, a USB drive or small hard drive is highly recommended.

Any work not submitted via D2L should include:

- Your name
- The name of the assignment
- The class number and name you are submitting the assignment for
- The term (ex. Fall 2014)

Online Course Evaluations

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](#).

Schedule

This schedule is subject to change throughout the semester, and will be adapted to fit the needs of the students. In the event of a change, it will be discussed in class, posted under Announcements on D2L and you will be notified via e-mail.

Lecture

Assignment

Week 1 Sep 10	Introduction to Storyboarding Process How it applies to time-based media	"Observation Drawing" Read Ch. 11 <i>PTB</i>
-----------------------------	--	---

Week 2 Sep 15 <hr/> Sep 17	Critique HW Lecture: General Rules, principles, terminology <hr/> Critique Storyboards pt. 1 Lecture: Composition, staging and visual clarity Flash Demo- tones	join class Vimeo Group https://vimeo.com/groups/ani220fall2014 storyboard assignment pt. 1 "walk boards" <hr/> Read Ch. 14 <i>PTB</i> storyboard assignment pt. 2 "walk boards" continued
Week 3 Sep 22 <hr/> Sep 24	Critique Storyboards pt. 2 Lecture: Contrast- <i>Visual & Structural</i> (lighting/mood vs. pacing/editing) Lecture: Character Performance- dialogue, poses & drawing economically Animatic w/ sound tutorial	Begin mini animatic character sketches <hr/> Final mini animatic
Week 4 Sep 29 <hr/> Oct 1	Critique Mini Animatics Lecture: Framing Devices, Iconic imagery, deep space <hr/> Lecture: Camera Moves, color scripts & design Review for Quiz	Read Chapters 1 & 2 <i>PTB</i> <hr/> Study for quiz on the principles of storyboarding
Week 5 Oct 6 <hr/> Oct 8	Quiz- principles of storyboarding Go over Music Project requirements <hr/> Critique Music Project Beat Boards Lecture: Vocals, SFX and Music Flash demo	Develop idea for Music Project, and draw rough beat boards <hr/> Revise beat boards, cut to music, begin continuity boards
Week 6 Oct 13 <hr/> Oct 15	Lecture: Editing <hr/> Critique final Music Project Lecture: The Pitching process: outline, Beat Boards, presentation Go Over Final Project requirements (the "30-second pitch")	Final Music Project <hr/> Read "Pixar's Emotional Core", Karl Iglesias, <i>Creativescreenwriting</i> Come up with 3 final project ideas as "30-second pitches". Practice & time yourself.

Week 7 Oct 20 <hr/> Oct 22	Lecture: Discovering Character- writing <i>character bones</i> . Contrast Continued-Character Arcs, layering and subtext First half of class pitches project ideas <hr/> Second half of class pitches project ideas Lecture: Intro to narrative Development- 3 Act Structure, "Inciting Incident"	Read Ch. 4 PTB Begin Character bones/ref <hr/> Commit to your final project concept Finish Character bones/ref
Week 8 Oct 27 <hr/> Oct 29	Lecture: Great character intros <hr/> Class Exercise testing/improving character development Lecture: How to write great Endings	Type Beat Outline (print hard copies of outline and character bones for next class) <hr/> Rough <i>Beat Boards</i> (no more than 10-12)
Week 9 Nov 3 <hr/> Nov 5	Critique Rough Beat Boards- take notes Lecture: Revision and improv relating to story development <hr/> Lecture: Advanced techniques demo Go over individual review requirements & post signup sheet	Refine/Redo Beat Boards according to critique feedback Begin rough animatic <hr/> Rough animatic with most important sounds/music (prepare for individual review)
Week 10 Nov 10 <hr/> Nov 12	Individual Reviews of Rough Animatic- Attendance mandatory- take notes <hr/> Individual progress critiques on animatics	Begin work on Continuity Boards <hr/> Final continuity boards; locked edit; refine sound/music
Week 11 Nov 17	Individual progress critiques on animatics	Final Animatic rendered with audio
Week 12 (finals week) Nov 24	Final project due 1 hour before class ATTENDANCE MANDATORY FINAL WILL BE HELD IN SAME ROOM Monday, November 24, 8:45am-11:00am	