DePaul CIM	**Story Development** Winter 2015 **|** Tues/Thurs 1:30pm-3:00pm **|** location CDM 527 Instructor: Devin Bell
ANI 324	Office: CDM 512 Email: dbell@cdm.depaul.edu Phone: (312)362-6156 Office hours: Tues 11am-1pm Thurs 12pm-1pm Vimeo Group (join on first day): https://vimeo.com/groups/ani324winter2015

Course Description:

Students will elaborate on the skills from ANI 220 to create sophisticated pre-production for their own films, game cinematics and animations. Emphasis is placed on advanced story development, professional artistry and pre-visualization techniques such as converting a script to visual story reels or animatics. Students will complete the course with a fully-developed animatic for the story of their choosing. PREREQUISITE(S): ANI 220

Learning Outcomes

1) Students will be able to analyze visuals and story structure of movies and games, cite strengths and apply them to storyboarding.

2) Students will be able to create detailed short narratives via writing and drawing exercises including environment/world-building, camera movement and translating scripts to visuals.

3) Students will be able to develop multifaceted characters by engaging in a series of design and performance challenges.

4) Students will be able to create a more advanced animatic than that of the prerequisite course.

Texts and Materials

Readings will be provided on D2L or as hard copies.

RECOMMENDED TEXTS:

"Story: Substance, Structure, Style and the Principles of Screenwriting"
McKee, Robert.

"Screenplay: The Foundations of Screenwriting"
Field, Syd.

Attendance Policy: Absences are not expected to exceed more than 10% (2 absences) of the number of classes scheduled for the term. 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 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.

Important dates for Winter 2015:

- **Jan 9- last day to add/drop classes**
- **Jan 16- last day to withdraw with no tuition penalty**
- **Feb 20- last day to withdraw**

Participation One of the best ways to learn in a classroom environment is through *active* participation in discussions, activities and critiques. In general, we will be following a pattern of creating storyboards or animations and then discussing them in a 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 filmmaking.

"Book Illustration Presentations" Students will be signed up for a 5-minute time slot during the term to bring in a "Book Illustration" from the children's book of their choice. This course has an emphasis on drawing, design and layout, so select a small section that clearly showcases efficient staging of story, character and/or setting in 1-3 images. For the presentation, digitize your images and have them uploaded to the teacher computer before class begins; you will briefly describe the book, why you chose it and how the visuals support the story. The purpose is to show the class many different styles of storytelling, so select the book that most inspires you and informs your own work.

Class Work Assignments
- Must be completed and fully uploaded through D2L or Vimeo (https://vimeo.com/groups/ani324winter2015) 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 such 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 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_projectOne.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 Assignments   70% of grade

Final Project: Animatic   30% 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 in a timely manner.

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, 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 – don't disturb those working in the lab
and put others in an uncomfortable situation.

Computer Use   Use of lab computers during class is for animation work only. It is unacceptable
to check e-mail, browse or social network while class is in session; it's not only
rude, but distracting. Repeated misuse of lab computers will result in a lowered
grade.

**Materials and
Supplies**   Almost all in-class work will be done digitally or on provided paneled paper, 8.5 x
11 sheets. Boarding Templates and reading assignments will be made available
through D2L. You will need access to a printer and scanner to complete some of
the assignments; do NOT submit poor quality photos taken with your phone. The
final animatic project will be submitted as a Quicktime file online. For work in
progress, a USB drive or small hard drive is highly recommended.

All hard copies must be labeled clearly with the following information:
-Your name
-The name of the assignment
-The class number and name you are submitting the assignment for
-The term (ex. Winter 2015)

Headphones- Come prepared with your own pair, as we will be working with
audio for lip sync and dialogue. Whether working with sound in your project, or
simply listening to music while working, you need to be considerate of others and
wear headphones. Be aware that if the volume is high enough, others can still
hear what you're listening to despite the headphones. Inconsiderate behavior
will result in a lowered grade.

Sketchbook- Purchase a comfortable travel-sized sketchbook. Get into the
habit of recording things visually with a pen or pencil. Weekly sketchbook
studies are strongly encouraged in addition to the homework assignments.
These studies may be anything of your choosing- from life drawings to imaginary
doodles. There will be specific themes or challenges posted periodically; these
are optional and may be submitted for extra credit. We will do some sketchbook
work in class, so never leave home without it.

Schedule

This schedule is subject to change throughout the term, and will be adapted to fit the needs of the students.

Unless otherwise noted, all assignments will be submitted online 1 hour prior to class. Assignments may be submitted earlier.

	Lecture	**Assignment given:**
Week 1 Jan 6	**Introduction** Storyboarding warm ups	Montage Beat Boards join class Vimeo Group
Jan 8	Styles of editing, playing with time **Beat Boards Workshop**	Montage rough animatic with sound
Week 2 Jan 13	Art of the Continuity Boards **Short Critique of works in progress**	Montage final animatic
Jan 15	**Critique Montage animatics** Complex Staging and silhouettes- creating richer, more detailed shots	Silhouette Piece
Week 3 Jan 20	**Critique Silhouette Piece** Wardrobe, props and themes/motifs	Costume Theme prep
Jan 22	**ATTENDANCE MANDATORY** **Character and Theme Drawing session**	Costume Theme boards

Week 4 Jan 27	**Critique Costume Theme boards** Color and Layout- selective palette and tonal technique	"Next 5" pt. 1
Jan 29	Vitality in timing (boards to animation- create a surprise for the audience) **Next 5 Workshop**	"Next 5" pt. 2
Week 5 Feb 3	**Critique "Next 5"** Industry formats for storyboard artists (screenplays, etc.)	Begin "Script to Boards"
Feb 5	Art Direction, Style guides, studio tests **Improv script workshop**	Complete "Script to Boards"
Week 6 Feb 10	**Critique "Script to Boards"** Improvisation, picking and choosing what works best for a scene	Begin Dialogue Scene
Feb 12	More on character performance; vocals, reference and takes. **Boarding/Acting to Audio Demo**	Dialogue Scene- fully rendered with sound
Week 7 Feb 17	**Critique Dialogue Scenes** Advanced Camera- depth, light, movement	Begin Parallax animatic
Feb 19	**Short Critique of works in progress** **Boarding Demo- 3D layers, camera**	Complete Parallax animatic
Week 8 Feb 24	**Critique Parallax animatic** Situation vs. Plot; Building Tension in a scene **Introduce Final Project**	Prep pitch for Final Project

Feb 26	**Pitches/ Story Team workshop** Concept Art- character and world-building	Final Project Character Designs and Concept Art
Week 9 Mar 3	**Critique Character Designs/ Concept Art** Professional Studio Practices (story departments, etc.)	Final Project Beat Boards
Mar 5	**Critique Beat Boards** Finessing animatics, editing and sound mix	Continuity Boards
Week 10 Mar 10	**Individual progress critiques**	Rough Animatic with sound
Mar 12	**Individual progress critiques**	Final Project (polish edit, sound and cont. actions)
Finals Week **Mar 19**	**Final** **ATTENDANCE MANDATORY** NOTE: CLASS WILL BE HELD IN SAME ROOM Thursday, March 19, 11:45am-2:00pm	**Final Projects (rendered Quicktimes with sound)** **NOTE: Submission is due the night before**