

DePaul
SCA

Animation Production II

Winter 2016 | T/Th 11:50- 1:20 | CDM 527

Instructor: Josh Jones

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OFFICE HOURS :

Tuesday: 10-11am, 9-10pm

Thursday: 10-11am

ANI 340

Course Description

Students will build on the skills learned in Animation II, and produce more ambitious projects. They will be expected to exhibit sophisticated technique, storytelling and content, and work to develop as creative artists through self-critique. The successful planning and completion of projects on time is essential. PREREQUISITE(S): ANI 220 and ANI 240 and junior standing

Course Overview

In this course, students will work to complete two short pieces of animation. One piece will be highly structured, and the other will leave more options open to the student's discretion. The central aim for both projects is creativity, visual design, and demonstration of sophisticated animation technique.

This course is designed to give advanced animation students the opportunity to produce work that displays creativity, craftsmanship and technical competence. For the larger project of the quarter, students may choose to work in any style, including but not limited to hand-drawn animation, 3D animation, digital cut-out animation, rotoscoping, compositing, motion capture, and experimental techniques.

A strong emphasis will be placed on visual style. Projects are expected to demonstrate a high degree of professional polish in their final stages.

Throughout the production process, students are expected to demonstrate the ability to set and meet reasonable goals for production. Projects should be creative and ambitious, but also realistic. They should show an awareness of how much work and time are required to complete the piece, and the ability to plan accordingly.

Class sessions of ANI340 will feature screenings of a range of works in order to observe successful techniques that can be applied to student projects. In-class discussions will provide forums for students to develop sensitivity to the artistry of animation.

Attendance Students are expected to attend every class. Any student missing 3 classes will be lowered one letter grade. A student missing 4 classes or more will receive a grade of "F" for the semester.

The student is responsible for any lectures or assignments missed. If an assignment is due a week that you are absent, it is your responsibility to make sure it still arrives on time.

You may not miss the 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.

Participation One of the best ways to learn in a classroom environment is through *active* participation in discussions and critiques. We will be spending a significant portion of our time in class observing and talking about animated films as well as each other's work. Please make the effort to voice your honest and constructive opinion. This creates a much more energetic and rewarding environment for everyone.

Assignments Assignments must be handed in on time. On time means submitted through D2L one hour BEFORE class on the day the assignment is due.

Late Work: You are allotted one late assignment per term. All other 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: jonesJosh_projectOne.jpeg

SPECIAL ACCOMMODATIONS: If you have any special considerations please see the instructor.

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 at least once a week.

Critiques **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.

Grading	Project #1	25% of grade
	<u>Project #2</u>	<u>75% of grade</u>
	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

There will be two assigned projects during the course of the quarter. The first will be a short, two-week project, with focused design and simple narrative. The second project will use a longer-term production timeframe, and rely on the critique process to guide revisions and focus goals. In grading these two projects, students will be evaluated on:

- Amount of effort & work
- Visual design
- Attention to detail in the animation of characters and visual elements
- Creativity in concept and story
- Planning and execution of project
- Completeness and polish

Headphones 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.

Academic Integrity Work done for this course must adhere to the DePaul University Academic Integrity Policy, which you can review in the *Student Handbook* or by visiting <http://studentaffairs.depaul.edu/homehandbook.html>.

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.

**Materials and
Supplies**

All assignments in this class will be submitted digitally online through D2L unless otherwise noted.

Any assignment that is too big to fit on D2L may be put on a CDROM, DVD, or flash drive and delivered to the 4th floor desk of CDM to be put in my mailbox. Alternatively you may also post to a download site (like dropbox) and post the link on D2L in place of the assignment.

All CDROM's and DVD's 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. Fall 2014)

Schedule

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

Week 1 Jan 5, 7	Project I Assigned Topics Developed Project I Storyboards Due Small Group Critique
Week 2 Jan 12, 14	Working effectively with sound
Week 3 Jan 19, 21	Project 1 Due on Jan 19 – In Class Critique Introduce Project 2
Week 4 Jan 26, 28	Project Pitches Lecture on Concept Art
Week 5 Feb 2, 4	Concept Art Due and Presented
Week 6 Feb 9, 11	Storyboards Due Individual Critiques
Week 7 Feb 16, 18	Animatic Due Class Presentation of Animatics
Week 8 Feb 23, 25	Rough Cut Due Lecture on Sound
Week 9 March 1, 3	Rough Cut with Sound In Class Work and Review
Week 10 March 8, 10	100% Animation Due
Week 11 March 15	ANIMATION FINAL Tuesday March 15th 11:30 am-1:45 pm ATTENDANCE MANDATORY