ANI 390 Topics in Animation
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Slack channel for class www.yamajoh.slack.com (instant messaging service)
We meet from 3-5pm on: 1/5, 1/22, 2/5, 2/19, 3/4 (every other Friday)
Meeting room to be announced via email.

The primary focus of this course is to develop an art or design project drawing from one or more personal, subjective experiences you had while in Japan. The secondary focus of this course is for you to discuss and critique your peers' projects as they develop them. Be brave and take risks as you engage this introspective and creative process.

Project Description
The format and medium of your project is up to you. It could be a short game, animation, album, or pile of sweaters. The content is also up to you BUT do not create a project that attempts to capture or express something in an objective or rational manner. Do not summarize how you think Japanese people do X or think about Y. This isn't a journalistic, scientific, or rhetorical endeavor. Your subjective reactions, fears, desires, and hunches springing from your personal experiences are the source material. This is about personal inquiry and growth through creative expression. How your projects relate to your experiences is up to you. Your projects could try to evoke how you felt during some experience or other—some odd thing that happened while walking to a restaurant. It doesn't have to be some big impressive epiphany. Or it could be a theme of experiences that tie together in some way. For example, Tolkien's experiences traveling informed his crafting of Middle Earth. His interactions with Nepalese people live on, in an exaggerated fashion, through his description of the Hobbits—their connection to the land, social customs around food, mirth, and even their small stature. However he did not stop there, onto the Hobbits he projected his hope in man and our desire to return to a mythical origin of childlike levity, purity, as well as social and environmental harmony evidenced in stories of Eden, Buddha, Bill Murray, and so on.

If you do not want to develop a creative project you may write a research paper of at least 2500 words instead if you wish. If that is the case you still must follow the milestones outlined below as a way of structuring your writing process. Special instructions on writing a paper are indicated in this grey font. Email Brian and Shiro with any questions.

Project Milestones
There are 5 project milestones, each described below. The class meets 5 times and there is a new milestone due before each class. This allows us to discuss and critique each student's latest milestone in each class. Don't turn in work late or be late to class.

1. Five Experiences

- Due before class on 1/8. Email to Brian and Shiro.
- Students will begin their creative projects by identifying and describing 5 experiences or moments that happened while in Japan. The nature of these experiences is entirely up to each student. They do not have to be deep, positive, or at all connected to each other but they could be if you want. Pick experiences or moments that for whatever reason stick out to you in some way. You don't have to know why. In fact, the looser, more uncritical and fearless you are for this milestone the more compelling your project will end up being (solid advice from Salvador Dali, for more see his book, *50 Secrets of Magic Craftsmanship*).
- 2 of the 5 Experiences must somehow involve a main trip activity such as a company visit, the game or animation jam, etc. Your other experiences could literally be from any time or place during the trip.
- Each experience entry should be at least 250 words which makes this milestone around 5 pages in length.
- If you choose to write a paper as your main project then your research subject will arise from one or more of your Five Experiences. Explain how you would turn each of your Five Experiences into five different research papers. Be creative and use lateral thinking to devise interesting subjects from your experiences. Brian and Shiro will help you choose the most compelling subject to write about.
- Post a sentence or two summarizing one of your Five Experiences to Slack. Chat with peers about their experiences, project ideas or whatever.

2. Rough Draft
- Due before class on 1/22. Submit zip of files to Dropbox or similar service and email the download link to Brian and Shiro.
- Ruminate for a while on your Five Experiences milestone. Keep ruminating on them. Ruminate some more. Then begin making stuff. Make more stuff. Keep making stuff until 1/22 then turn in the stuff. This is the rough draft of your project.
- If you are writing a research paper for your projects you must turn in an outline, list of at least 8 sources, and first 500 words of your paper at this time. Begin building logical arguments that synthesize source material well. List a few conclusions you might make in your paper (hunches are fine at this point).
- Post something from this milestone to Slack. Chat with peers.

3. First Big Push
- Due before class on 2/5. Submit zip of files to Dropbox or similar service and email the download link to Brian and Shiro.
- Ruminate on how you want to finish the project. Ruminate some more. Scope a plan for the project so you can finish it by 3/4. Begin executing your plan. If you can find motivation and time, this is when you should crunch on your project.
- If you are writing a research paper for your projects you must turn in a revised outline, list of at least 2 additional sources, and first 1000 words of your paper.

> Focus on drawing novel and meaningful conclusions from source materials and using those conclusions as building blocks to construct your main arguments.

- Post something from this milestone to Slack. Chat with peers.

4. Second Big Push

- Due before class on 2/19. Submit zip of files to Dropbox or similar service and email the download link to Brian and Shiro.
- Continue executing your plan.
- If you are writing a research paper for your projects you must turn in a revised outline and first 1500 words of your paper. Focus on building up your arguments into rock solid conclusions using source material as evidence. Gather more source material if necessary to convince readers of your conclusions.
- Post something from this milestone to Slack. Chat with peers.

5. Final Polish

- Due before class on 3/4. Submit zip of your final project files to Dropbox or similar service and email the download link to Brian and Shiro. Use common sense. If you make a game, for example, include instructions—do whatever you can so folks can experience your project as you intend.
- Finish up your projects.
- If you are writing a research paper for your projects you must turn in your final paper of at least 2500 words. It should have zero spelling or grammatical errors.
- Post links of your final project zip to Slack. Chat with peers.

Grade Breakdown

Each student must continuously provide constructive criticism and feedback to their peers and be open to constructive criticism and feedback. Grades will be determined from attendance, regular participation on Slack and in class, and the amount of effort you achieve for each milestone. Find motivation to make your best work. Ask Brian or Shiro if you have any questions.