
ANI 220 Storyboarding and Narrative Development

Syllabus: Spring 2018

Tue & Thu: 11:50am - 1:20 pm, CDM Room 530

Instructor: Steve Socki - Email: ssocki@cdm.depaul.edu

Office Hours: Mondays 11:00am to 2:00pm; and by appointment

Office: CDM 511; Office Phone: 312-362-8273 - Always e-mail if you need to reach me

Course Description

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.

Learning Goals

- Learn the vocabulary of film language, types of shots, transitions, and narrative structure
- Apply basic principles of character staging, shot progression, camera angles, lighting tones, & camera moves with in-class exercises & assignments
- Create a series of hand-drawn storyboards demonstrating knowledge of sequential narration with accurate perspective and placement of characters
- Practice visual methods of expressing character attitudes and acting that relate to story telling
- Combine storyboards with sound to create 'Animatics'

Learning Outcomes

- Understand conventional cinematic structure of shot progression, staging, and screen direction
- Compose visually dynamic shots, with good lighting, showing cinematic depth
- Create character-driven storytelling with convincing character attitudes and acting that visually support the narrative
- Apply all principles of storyboarding into a clear blueprint for an animated film, in which all visual aspects are working together

Textbooks and Printed Resources:

- Recommended for All Students:
Prepare to Board! by Nancy Beiman;
Dream Worlds: Production Design for Animation, by Hans Baker
- For BFA Animation Students in Cinema Concentration
Drawn to Life, by Walt Stanchfield
- For Students with Less Experience in Figure Drawing:
Drawing from Life, by George Bridgeman

Online Software Reference:

- Lynda.com tutorials for Adobe & most animation software; access w/DePaul Info
- Adobe Creative Suite <http://depaul.onthehub.com> discounts for DePaul Students

Prerequisite: ANI 201

Drawing Experience:

Life Drawing (ART 118) is normally required. If you have not taken college-level life drawing classes, **expect to spend additional time on all assignments.** plan to use your camera phones to shoot character poses. BFA students should expect to work on improving their figure drawing.

Grading:

- Weekly Assignments = 65%
- In-Class Work & Participation = 10%
- Attendance = 10%
- Final Project = 15%
- Standard DePaul Grading Policy: 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
- NOTE on Late work:
 - Submit Project Late (even 1 day late): -10%
 - Submit Late 4 days: -15 %
 - Submit Late 7 days: -25 %
 - Submit More than 7 days late: = no credit
 - Must have excused absence from Dean of Students for extension of deadlines

Attendance Policy:

- Begin with 10 points for Attendance & Participation
- Miss 2 Classes: -1 points (1 %) You will be notified through BlueStar
- **Miss 3 classes:** -5 points (**Final Grade lowered 5 to 10%**)
- **Miss 4 classes:** -10 points (Final Grade lowered 20% - Normally will not pass the class, will be asked to **Withdraw**)
- A missed class is an Unexcused Absence. For an Excused Absence, you must contact the Dean of Students directly, and they will let me know.
- Constantly **arriving late** will be considered an Unexcused absence.
- Working on outside projects or constantly **working on your phone** will lower your participation grade to '0'
- If you miss a class, you are still required to submit work by the deadlines. It is essential to learn **time management** in a production class.
- Late submissions receive partial credit; no credit for assignments that are more than **7 days late**.
- The **final class** is normally mandatory. If you do not attend, your participation grade will be lowered 50% *

Incompletes:

You must apply for Incomplete directly through Campus Connect. The **Associate Dean must approve this** first, before I can approve. Must apply before the 10th week of classes. You will be asked to explain circumstances.

Participation in Class:

- Expect to be called upon to give input on weekly critiques. Plan to give brief, professional input that addresses principles of storyboarding
- Everyone will need to draw during in-class drawing exercises. In-class work is at the very beginning of class, so do not be late

Assignments:

We will begin with fundamental methods for staging characters that will apply to all aspects of cinematic storytelling. You will learn how to block out a scene with perspective and basic character placement. Drawing skills are helpful but are not required; we will work with references and other guides, on paper, for in-class assignments.

- Some assignments will be submitted on paper, when noted.
- Most work must be submitted as a digital file 'Assignments Folder' on D2L, 1 hour before class.
- You may work digitally on assignments: students often use Photoshop; This is encouraged
- If you work with pencil and paper, scan your work at a high quality, and submit as a single PDF file. **Do not submit an I-Phone photo of your artwork** for any assignment. It is important to approach

each project with a professional attitude, following the required formats and aspect ratios.

- Each assignment is normally worth 10 points (or 10% of your grade). Points will automatically be deducted if late, or in the wrong format, or at a low quality.
- Plan to spend at least 3 to 6 hours of work outside of class to complete assignments.
- You will need to use some Adobe software for some assignments; all software is available in the CDM Labs and hallway computers. Plan to work off-hours to use computer labs 527 & 722.

Facilities:

- Class normally meets in 14 E Jackson, Room 501.
- We will also use a PC Lab for 3 classes; usually room
- Digital Scanners are available on floors 1 & 4 of CDM. Other campus scanners are noted on the CDM page; can also check with facilities dept on 4th Floor.
- You can check out a Wacom Drawing Tablet from the "Film Cage," 14 E.Jackson, Basement Level.
- Use any CDM Computer to access Photoshop. Some Lincoln Park studios also have this.
- CDM Tutoring Services on 9th floor available to help with software. Refer to CDM Home Page > Click under Tutoring > Find a Tutor > find a Grad Student who knows the software > Make an appointment.

Supplies:

- Drawing materials and paper will be provided for in-class exercises. You are also encouraged to bring your own sketchbooks for in-class work.
- Always bring your own portable drive when working in any CDM labs. Begin to keep a separate folder for assignments and for "reference material."

Using D2L:

- Most class work must be submitted to the "D2L Assignments Folder" (used to be called Dropbox). The formats and guidelines will be detailed.
- Lectures will be recorded on D2L; the quality is not great, but may help as a reference
- Weekly Class Notes, Student Samples, Reference Art, & Slideshows will be posted on D2L "Content Folder."
- Use the ColTube Site on D2L (bottom right) to view film library of work referenced in class.

Email Me:

Please email me directly with any questions about assignments or if you have any issues with the class. Please let me know right away if you have any problems working in my class, or if something is preventing you from completing assignments. I will always make the time to meet with you individually, outside of class. If you have any personal problems I will let you know about the helpful, confidential resources available to you.

Weekly Schedule: (Will change during the quarter, as noted)

Week 1A: Overview of Story Boards; Textbooks & Structure of Class; Basic Perspective

Week 1B: Staging in Perspective; Establishing Shots

Week 2A: Types of Film Shots; Screen Direction

Week 2B; Visual Composition; Shot Progression

Week 3A: Framing Devices; Cinematic Depth

Week 3B: Film Logic; POV Shots

Week 4A: Dramatic Composition; Camera Angles

Week 4B: Visual Contrast; Use of Tones

Week 5A: Camera Moves, OL Artwork for Depth
Week 5B: Animatics; Working with Sound
Week 6A: Basic Animatic Assembly
Week 6B: Compositing in After Effects
Week 7A: Character Construction
Week 7B: Character Development & Design
Week 8A: Clarity of Story through Characters
Week 8B: Character Performance, Start Poses, Reactions
Week 9A: "The Hero's Journey", Story Structure
Week 9B: Story Development; Pitch Beat Boards
Week 10A: Revisions, Start Finals
Week 10B: Work on Finals

FINAL : Tue June 8, 11:30am ~ 1:45pm

Apr 1 : Last day to add/drop class (full refund)

May 11: Last day to **Withdraw** from Class – (receive "W" grade)

May 26: Deadline to Request Incomplete

*Note: This syllabus is subject to changes in content and dates during the quarter, based on class work. All changes will be thoroughly addressed during class, & posted under Announcements in D2L.

Online Teaching Evaluation:

Student teaching evaluations are conducted near the very end of the quarter. All evaluations are anonymous. This is a valuable and constructive tool in creating a better classroom experience for future students. A short break will be made available sometime during the last 2 weeks for the students to complete their evaluation – the instructor will not be present for this (Although donuts are usually provided). Submissions should be sent through Campus Connect.

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:

<http://www.cdm.depaul.edu/Current%20Students/Pages/PoliciesandProcedures.aspx>

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 have contacted the Center for Students with Disabilities (CSD) at: Lewis Center #1420, 25 East Jackson Blvd.

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