

Syllabus: ANI 220, Spring 2015

Storyboarding and Narrative Development

Monday & Wednesday: 11:50am to 1:20pm, Location: CDM, Room 222

Final: Wednesday, June 10, 11:45am – 1:20pm, same room

Instructor: Steve Socki

Email: ssocki@cdm.depaul.edu

Office Hours: Tuesdays 3:00pm to 6:00pm, and by appointment

Office: CDM 511

Office Phone: 312-362-8273

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 Outcomes:

Students will learn storyboarding techniques, terminology, and how to apply to their own animated films. They will develop a solid foundation in narrative storytelling. Students will complete weekly production assignments and a final project.

Textbooks and Printed Resources

Recommended: *Prepare to Board! Creating Story and Characters for Animation Features and Shorts*, by Nancy Beiman

Recommended:  *Dream Worlds: Production Design for Animation*, by Hans Baker

Also Recommended:  *Directing the Story*, by Francis Glebas

Prerequisites

ANI 101, ANI 201 or DC 110

Grading

65% - Weekly Assignments

10% - Attendance & Participation

10% - Midterm Quiz

15% - Final Project

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

ATTENDANCE POLICY:

More than two unexcused absences will result in a full letter grade reduction for the course. Any student missing more than 4 classes will receive an "F" for the quarter. If you have any personal or medical issues, you must contact the Dean of Students. They will contact me directly regarding excused absences. Being late to class 2 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. We have very tight deadlines that are in place to benefit you and your projects. Lecture notes alone will not make up for missed work.

Do not miss the final class and critique; this will result in a reduction of your participation grade (10%). If for any reason you miss the final class, you must contact the Dean of Students BEFORE the class. 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. Generally, we will be following a pattern of creating storyboards and then discussing them in critique 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.

Cell Phones & Laptops

Do not use cell phones, ipads, or lap tops in the class - it is distracting. It is permitted to take notes on devices during lectures, but not during critiques or during screenings. Repeated use of laptops or texting will result in a lowered participation grade for the class. All phone conversations should be conducted outside the class.

Assignments

Must be completed and submitted through D2L one hour BEFORE class starts. Points will be deducted for all late assignment. 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. All assignments will be posted on D2L site: <https://d2l.depaul.edu/d2l/home>

Software & Supplies

I will provide paneled storyboard paper for any in-class assignments. Most of the assignments can be

drawn on paper, but they must be scanned and submitted to the D2L site on time for credit. It is strongly suggested that students work digitally in programs like Photoshop, but this is not required. It is required to work in After Effects for two of the assignments. This program is available on any of the CDM building computers. The final project file will usually be too large to submit to D2L, so students must plan on bringing this file on a USB drive or a small hard drive.

Critiques

Students will be expected to participate in weekly group critiques of assignments. It is important to be able to pitch ideas out loud to the class, and to be part of group discussions.


Quick Clips

Each student will give one brief presentation to the class – we call this a Quick Clip. They will show a 3 minute clip of their choice from any film that shows some kind of interesting and inspirational storytelling. This will initiate a short class discussion.


Reference Material & Additional Resource Material:

Class Notes and other reference material will be posted to the COL throughout the quarter.

Online Teaching Evaluation

Evaluations are a way for students to provide valuable feedback regarding their instructor and the course. Detailed feedback will enable the instructor to continuously tailor teaching methods and course content to meet the learning goals of the course and the academic needs of the students. They are a requirement of the course and are key to continue to provide you with the highest quality of teaching. The evaluations are anonymous; the instructor and administration do not track who entered what responses. A program is used to check if the student completed the evaluations, but the evaluation is completely separate from the student's identity. Since 100% participation is our goal, students are sent periodic reminders over three weeks. Students do not receive reminders once they complete the evaluation. Students complete the evaluation online in CampusConnect at  <http://campusconnect.depaul.edu>

Email

Email is the primary means of communication between faculty and students enrolled in this course outside of class time. Students should be sure their email listed under "demographic information" at  <http://campusconnect.depaul.edu> is correct.

Incomplete

An incomplete grade is given only for an exceptional reason such as a death in the family, a serious illness, etc. Any such reason must be documented. Any incomplete request must be made at least two weeks before the final, and approved by the Dean of the College of Computing and Digital Media. Any consequences resulting from a poor grade for the course will not be considered as valid reasons for such

a request.

WEEKLY SCHEDULE

Subject to change throughout semester, will adjust per needs of students.

WEEK 1

Introductions

Review Syllabus, Textbook, & Structure of Class

Online Handouts & Reference, Assignment Submission Process

Start to keep "Sketchbook"

Buy "Nancy Beiman" Textbook

WEEK 2

Lecture: Storyboard Basic Terms, Film Grammar

Lecture: Staging, Composition

In Class: Samples of Professional Storyboards, Film Clips, and Analysis

Exercise: Bring "Sketchbook," Do Figure Sketches

Exercise: Rough Staging Techniques

Assign: "Walk Board"

Read: "Nancy Beiman" Chapter 11

WEEK 3

Lecture: Visual Clarity, Tone Studies & Contrast

Lecture: Camera Moves, Transitions

In Class: Critique "Walk Board"

Exercise: Tone Studies, Framing Devices

Assign: "Tone Studies Board"

Read: "Nancy Beiman" Chapter 14

WEEK 4

Lecture: Character Acting & Posing

Lecture: Dialogue

In Class: Critique "Tone Studies Board"

Assign: "Dialogue Board"

Review for Quiz – "Principles of Storyboarding"

Read: "Nancy Beiman" Chapter 1 & 2

WEEK 5

Lecture: Working with Music, Structure

In Class Quiz: "Principles of Storyboarding"

Critique: "Dialogue Board"

Assign: Rough Beat Boards for "Music Project"

WEEK 6

Lecture: Story Development, 3-Act Structure

In Class: Critique "Music Project" Beat Boards

Assign: "Music Project" - Animatic

WEEK 7

Lecture: The Pitch

Critique: "Music Project" – Animatic Rendered in QuickTime

Assign: Develop 3 Ideas for "Final Project," Practice Pitch

Read: "Nancy Beiman" Chapter 4

WEEK 8

Lecture: Character Development

In Class: Pitch 3 Rough Story Ideas

Assign: "Final Project" Beat Boards, Main Character Development

WEEK 9

Lecture: Revising "Final Project" Storyboards

In Class: Critique "Final Project" Beat Boards, Character Development

Assign: Revisions & Audio on "Final Project" Boards

WEEK 10

No Class – Individual Meetings

Individual Meetings – Review Rough Cut of "Final Project"

Assign: Complete "Final Project" Animatic with Sound in QuickTime

WEEK 11

"Final Project" and Critique, Monday, June 9, 11:45am – 2:00pm, same room

Additional Information:

CELL PHONE POLICY: 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.

Changes to Syllabus

This syllabus is subject to change as necessary during the quarter. If a change occurs, it will be thoroughly addressed during class, posted under Announcements in D2L and sent via email.

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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.

Phone number: (312)362-8002

Fax: (312)362-6544

TTY: (773)325.7296