| **DePaul SCA** | **Visual Concept Development**<br>Spring 2019  **|** M/W 1:30pm– 3:00pm  **|**  location CDM 527<br><br>Instructor: Devin Bell |
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| **ANI 326** | Office: CDM 512 (but can also be found in CDM 803, CDM 818 or the IRL in 14 E. Jackson- Daley Building 310)<br><br>Email: dbell@cdm.depaul.edu<br>Phone: (312)362-6156<br>Office hours: M/W 9:00 am-10:00 am, and M 4:00 pm-5:45 pm |

**Course Description:**

This course focuses on visual development and style guides for animation, cinema and game projects. Coursework involves character design, environmental design, prop design, lighting, color, texture and layout. Students will practice visual research, drawing and an array of digital tools to build the skills necessary to create an immersive world with a cohesive look and feel. PREREQUISITE(S): ILL 200 and ANI 230

**Learning Outcomes:**

**1)** Students will be able to increase knowledge of traditional and digital tools needed to create visual development for animation, game and cinema.

**2)** Students will be able to research humans, animals, locations, objects, color theory and lighting to create character and environment sketches

**3)** Students will be able to analyze historical and contemporary examples of production design

**4)** Students will be able to create a comprehensive "production bible" for a potential animation, game or cinema project

**Attendance Policy:**

After two absences, your final grade for the course will automatically be lowered by one-letter grade per absence.  Any student missing five or more classes will receive the grade of "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.  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.

**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 any reason you cannot make one of these dates you must contact me BEFORE the class meets.  Excuses given after the fact will not be accepted regarding late assignments or absences.**

**No incompletes will be given without documented proof of circumstances beyond your control.**

**Important dates for Spring 2018-19:**
https://academics.depaul.edu/calendar/Pages/default.aspx

- **April 5- Last day to add (or swap) classes**
- **April 12- last day to drop with no tuition penalty**
- **May 17- last day to withdraw**

**Critiques and Participation**     One of the best ways to learn in a classroom environment is through *active* participation in discussions and critiques.  In general, we will be following a pattern of creating concept art and then discussing it in 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 character design/world-building skills.

There may be certain circumstances when we do not have enough time to critique each student's work in the class.  I encourage students to volunteer their assignment early when a critique begins, or if time does not allow, make an appointment with me during my office hours for a thorough discussion of the work.  Late submissions miss the benefit of the in-class critique, so it is always better to turn in a work in progress than nothing at all.

**Class Work**     Assignments

- Must be completed and fully uploaded through D2L one hour BEFORE class starts.  To receive any credit for a late assignment, it must be submitted within 24 hours of the deadline. Late assignments will be accepted with teacher discretion only.  For most of the projects, you will submit scanned drawings and/or digital files such as multi-page Word docs, pdfs or jpegs.  For all time-based projects, ensure rendered movie files play properly.  Class time is for working with the material at hand, not finishing late assignments.

- Late work will not be accepted unless approved PRIOR to the class in which it is due.
- Written Assignments: Must be typed.

- Digital Assignments: All animation assignments handed in digitally must be QuickTime movies in the following format (please note upper and lower case usage)
    - lastnameFirstname_projectname.extension
    - example: bellDevin_doubletake.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.

**Grading**

| Assignments | 70% of grade |
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| Final Project | 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**

It is unacceptable to check e-mail, browse or social network while class is in session; it is rude and distracting.  Repeated misuse of time will result in a lowered grade.

**Materials and Supplies**

Most assignments in this class will be transmitted digitally online.

Any assignment handed in late or when not present in class should be accompanied by an e-mail to me.

**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:  cdm.depaul.edu/enrollment.

\* Special Accommodations/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: csd@depaul.edu.

\* **Academic Integrity and Plagiarism:** This course will be subject to the university's academic integrity policy. More information can be found at: https://offices.depaul.edu/oaa/faculty-resources/teaching/academic-integrity/Pages/default.aspx.

Evaluations from students are a required part of the course and help the

instructor recognize areas for improvement.  Evaluations are anonymous. Students are sent periodic reminders automatically over three weeks, or until the evaluation is complete. Students complete the evaluation online in CampusConnect.

**Schedule**

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/or sent via email. **Unless otherwise noted, all assignments will be submitted online 1 hour prior to class.  Assignments may be submitted earlier.**

| | **Lecture** | **Assignment given** |
|---|---|---|
| **Week 1**<br><br>April 1 | **Introduction**<br><br>Core Principles applied to visual concepts | Iconic Character pt. 1 |
| April 3 | **Lecture:**<br>Harmony vs. Dissonance (Characters, settings and combined) | Iconic Character pt. 2 |
| **Week 2**<br><br>April 8 | **Critique Iconic Characters**<br><br>**Lecture:**  Environment Design- life reference, building visual toolset | Begin Environment Design<br><br>(warm-up, reference and a solid start to final layouts) |
| April 10 | **Lecture:**  Adding fantasy elements to environment | Complete Environment Design<br><br>(Final layouts- detail & shading) |
| **Week 3**<br><br>April 15 | **Critique Environment Designs**<br><br>**Lecture:** Layout and Backgrounds for animation/game | Sequential Layout pt. 1 |
| April 17 | **Lecture:** Atmosphere, depth and strong lighting | Sequential Layout pt. 2 |
| **Week 4**<br><br>April 22 | **Critique Sequential Layouts**<br><br>**Lecture:** Color Theory- color scripts and technique | Mood Boards pt. 1 |
| April 24 | **Lecture:** Painting Mood boards- color and light in concept art<br>**In-class painting exercise** | Mood Boards pt. 2 |
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| **Week 5**<br><br>April 29 | **Critique Mood Boards**<br><br>**Lecture:** Designing animals and creatures | *Weird Pet* pt. 1<br>*(begin movement research)* |
| May 1 | **Lecture:** Animals and creatures continued-research and testing | *Weird Pet* pt. 2 |
| **Week 6**<br><br>May 6 | Story-driven character- context, subtext and fabricated history | *Weird Pet* pt. 3 |
| May 8 | **Critique Weird Pet**<br><br>**Lecture:** Character design- The power of 3D iteration | Character model pt. 1 |
| **Week 7**<br><br>May 13 | **Lecture:** Pushing 3D iteration to show greater acting range, greater potential on screen | Character model pt. 2 |
| May 15 | **Lecture:** Character turnarounds, character expression/pose sheets | Character model pt. 3 |
| **Week 8**<br><br>May 20 | **Critique Character Model**<br><br>**Lecture:** *"Pitch bibles"* and Writing Treatments<br><br>**Present final project** | **Final pt. 1**- Written treatment and preliminary sketches |
| May 22 | **Lecture: "Pitch Bibles"** vs. *"Production Bibles"* | **Final pt. 1**- Written treatment and preliminary sketches |
| **Week 9**<br><br>May 27 | *Memorial Day- no class*<br>*(Note homework assignment due)* | **Final pt. 2**- BG schematic |
| May 29 | **Critique *Final Project treatments*** | **Final pt. 3**- Refined characters |
| **Week 10**<br><br>June 3 | **Lecture:** Art Direction- controlling the look of everything | **Final pt. 4**- Rough Concept Paintings |
| June 5 | **Individual progress critiques on final projects** | **Final pt. 5**- Polished Concept Paintings |
| **(finals week)<br>June 12** | **Final project due<br>ATTENDANCE MANDATORY**<br><br>*NOTE: CLASS WILL BE HELD IN SAME ROOM*<br>**Wednesday, June 12, 11:30am-1:45pm** | |