Art463 Animation III (3-3)
CSUN Course Syllabus, Spring 2021
Art Department, Online Class

Instructor: John Clisset
Email: jclisset@hotmail.com
Office hrs: M/W 5pm – 6pm, Online

Course Description:
Advanced level development and production of an original animation project. Students may utilize 3-D computer animation or 2-D methods. May be repeated once for credit. Prereq. ART363B

Art Dept. Student Learning Objectives Addressed in this course:
1. Students will acquire competent knowledge and skills in various art media, concepts and methodologies.
2. Students will produce a competent body of individual and collaborative work suitable for a liberal arts degree, for the local, national and global marketplace.
3. Students will solve visual problems at a competent level, including understanding/application of the elements of art and principles of design.
4. Students will utilize and apply critical thinking skills to communicate ideas for their intended audience at a competent level in visual, oral, and written formats.

Course Goals:
1. Do actual production of animation project of substantive scope using 3-D CG or 2-D methods. In 3-D CG, student may opt to produce work focusing on lighting or modeling for industry specific job. In 2-D may opt to produce work focusing on character design/storyboarding jobs.
2. Apply concept development and pre-production work from earlier courses.
3. This course is repeated so that a longer period of production and result in a completed animation project, portfolio and demo that can be exhibited, screened at festivals, used for graduate school application and industry job interviews.
4. The final animation project should demonstrate the successful integration of the students' own personal aesthetic in a conceptual rich and skillfully executed animation or portfolio pieces.

Software:
This class will be mainly using Maya, Photoshop, and After Effects. Students who will be working on a traditional animation project, will be able to use Retas-Pro or Flash.

Student Evaluation:
Participation, attendance, and ongoing progress are all part of the grading process. Students will be expected to make revisions due to student and teacher critiques and evaluations. Some class time will be given to work on projects, but it is the students' responsibility to make use of the lab hours given to them to complete their assignments.

Grading Criteria:
Both the process and the product are considered in the grade. Projects should demonstrate the successful integration of the student's own personal aesthetic in a conceptually rich and skillfully executed work. Sufficient evidence of an ongoing creative process and development over time is expected. Grades will be given through out the semester on developmental stages of the project, as well as the completed animation project. Grading is by individual faculty review and class critiques with student participation. Percentage of grade: 30% Creative stages of project, 60% Projects, 10% Class participation.
Non-original work is considered plagiarism, and can result in an automatic failure for that project.

Attendance:
It is essential for students to be present for all screenings and class demonstrations. More than three non-excused absences will result in an automatic lowering of the student's final semester grade by at least one full grade level.

Student Behavior/Professional Deportment:
In the classroom/lab, students are expected to practice professional behavior and treat other students, lab techs and faculty with respect and cooperation.

Highly Recommended:
1. The Animator's Survival Kit, Richard Williams
2. Digital Lighting and Rendering, Jeremy Birn, George Maestri
3. Digital Texturing and Painting, Owen Demers
4. The Art of 3-D: Computer Animation and Imaging, Isaac Victor Kerlow
6. Storyboards, Motion, and Art, Mark Simon

Materials:
1. Required, 16-32 GB USB Flash Drive.
2. Highly recommended but not required, 80-120 GB External Hard Drive.