

COURSE SYLLABUS: Art363B_02 Animation IIB

Sp2021-12024

Mo/We 2:00PM–4:45AM

Instructor: Prof. Robert St. Pierre

Virtual Office Hours:

Virtual Class: <https://csun.zoom.us/j/88297230970>

Mo/We: 7:30-8:00AM; 5:00-5:30PM-5:30-6:00PM

Link to schedule office hours:

<https://calendly.com/robert-stpierre-office-hour-appointment/one-on-one>

Office phone: (818) 677- 6524

Email: robert.stpierre@csun.edu

Course Description:

Concept development in preparation for a 3-D computer or 2-D animation projects. Includes research, story development, character/prop/environment design, cinematic studies and storyboarding for a specific project. Work culminates in a finished art and a storyboard animatic.

Art Department Goals Addressed in this Course:

Basic Skills: Developing a foundation of art knowledge, theories, skills, craftsmanship and technologies, where ideas and concepts are communicated in art making.

Learning Objectives Addressed in This Course:

1. Students will acquire competent knowledge and skills in various art media, concepts and methodologies.
2. Students will solve visual problems at a competent level, including understanding/application of the elements of art and principles of design.
3. Apply storyboard and cinematic principles that enhance clear communication, staging & visual presentation, which can be later, applied to the storyboard process.
4. Students will utilize and apply critical thinking skills to communicate.

Course Student Learning Objectives:

1. Become aware of your own aesthetic approach by critical self-analysis and investigation of other students' concepts, thematic structures or other elements of interest.
2. Develop all pre-production concept processes in preparation for a 3D CG or 2D project, which can be produced in an advanced course study, Anim. III. Demonstrate creativity and skill in the processes of concept development, research, reference materials, story development, character development/design, and scenic design. Compile all steps in a design process book.
3. Learn fundamental storyboard and cinematic principles, which can later be applied to advance storyboarding process.

Student Evaluation:

Participation, attendance, and ongoing engagement in the creation of art are all part of the grading process and will be factored into the grading criteria. Students will be expected to make revisions based upon teacher critiques and evaluations. Sufficient evidence of an ongoing creative process and development over time with corrected revisions is expected. 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, and outside class work to complete their assignments.

Grading Criteria:

Assignments will be graded based upon the student's comprehension and fulfillment of the project requirements. It is the student's responsibility to read and understand all assignment requirements and rubrics, submit all assignments on time, take detailed notes throughout the course, ask relevant questions and apply the methodologies, drawing, design, research and presentation skills as covered in class into their work. It is also the student's responsibility to proactively seek additional help during available office hours.

ASSIGNMENTS:

The following points will be awarded for each assignment:

30 Points = Character Design

30 Points – Prop Design
30 Points – Environment Design
10 Points = Final Exam

ADDITIONAL GRADE CONSIDERATION:

Additional factors and considerations weighing into each assignment grade include:

- **PROCESS AND APPLICATION:** Approach in the artistic process including creative, design and technical application, gathering reference photos, submitting assignments that adhere to assignment outline requirements and submission guidelines.
- **STUDENT ENGAGEMENT:** Participation in class critiques and discussions.

Grading:

Grading is in accordance with university policy: A, A-, B+, B, B-, C+, C, C-, D+, D, D-, and F

A = Outstanding, B = Good, C = Average, D = Unsatisfactory, F = Failure

A = 94 – 100, A- = 90 – 93, B+ = 87 – 89, B = 83 – 86, B- = 80 – 82, C+ = 77-79,

C = 73 – 76, C- = 70 – 72, D+ = 67 – 69, D = 63 – 66, D- = 60 – 62, F = 0 – 60

Grades are always accessible to students through Canvas throughout the semester where students are strongly encouraged to access, review and monitor their grades throughout the semester. Non-original work is considered plagiarism and can result in an automatic failure for that project.

Late Work:

Meeting deadlines is essential in any professional industry and it is the responsibility of each student to ensure they understand and meet all deadline obligations. It is the student's responsibility for monitoring Canvas for assignment requirements, assignment rubrics, deadlines and current grade status throughout the semester. Students are urged to read and familiarize themselves with each assignment and rubrics details once the assignment is issued and are encouraged to address any questions they may have to help ensure they're successfully meeting the objectives and deadlines. Assignments that fail to meet the initial scheduled deadline will be subject to a full letter-grade drop and assignments submitted 7 days (168 hours) after the originally posted deadline would be subject to an additional penalty of zero or an "F" grade. All assignments, regardless whether they've received a zero grade, must be fully completed to meet the full assignment requirements and submitted no later than the end of the semester. A student may potentially avoid a drop in an assignment grade on condition that the student make prior arrangements and present their argument, one week before the established deadline, and that such condition has been approved by the instructor.

Assignment Submission and Delivery:

This class will comprise of three **exercise assignments** not for credit, three **design assignments** for credit, a **final exam**, which student will be required to complete and upload to Canvas for grading, and required **reading assignments**. All submissions must adhere to the specific file types i.e. JPG, PDF, etc. which will be specified on each assignment on Canvas. Submissions that fail to adhere to the proper file type will be rejected by Canvas. Students will be provided with specific naming conventions, which they will be expected to copy, paste and use as their file name for their submissions. Assignments with incorrect naming conventions will be subject to a grade penalty. This course will utilize digital technology. Students are strongly encouraged to incorporate digital technology into their work methodologies. Students who elect to work traditionally may do so, however, all artwork must be digitally scanned, if necessary, properly composited and comply with specific uploading procedures for grade consideration. Students who elect to manually scan their work must consult with the professor for unique preparation and submission instruction one week in advance of the submission deadline. All students are expected to be fully engaged during designated class times, where time will be allocated for review and comments on their work. It is not appropriate and unreasonable for students to email the instructor their assignments outside of the designated class time or office hours. Students interested in feedback must proactively seek feedback during class time or during the available office hours. Revisions must be submitted to a

designated BOX folder, which will be provided by the faculty and must be accompanied by a document summarizing the changes. The revisions and the summary document must be received no later than the last day of formal instruction scheduled for the class.

Attendance Policy:

Student attendance is critical and mandatory for a passing grade for this class. This studio course requires attendance, actual work in class and a minimum of 3 or more hours of homework/lab time outside of class each week. Attendance will be taken at the beginning of each class. Students unaccounted for when roll is called assume full responsibility for notifying the instructor of their arrival. Students must inform the faculty of their late arrival in order to get credit for their attendance. If the class is being conducted remotely, the student is required to communicate to the instructor using the chat feature or through their microphone prior to the end of the class at which time they'll be marked accordingly. Given the busyness of the class and the faculty engagement with other students, a chat message may be missed by the instructor and it is therefore the responsibility of the late student to get clear and unambiguous confirmation and acknowledgement from the faculty of their presence prior to exiting the class. The instructor assumes no responsibility for proactively identifying and marking students who arrive late as present. Once class has ended, the attendance sheet will not be amended. Out of professional courtesy, any student who anticipates missing class(s) is responsible for contacting the instructor prior to the scheduled class. Students are allowed a total of three absences without any negative impact on their grade. Beyond the three unexcused absences any student wishing to have additional missed classes excused must provide and submit evidence for each additional full or partial class missed. Each request must be accompanied by a document or signed legal authority such as a doctor, court system, etc. The instructor has ultimate discretion in granting any absence as excusable. Students are urged to be extremely judicious when deciding whether to miss a class. Missing any class may not exempt any student from submitting required assignments and adhering to established deadline. This class will strictly adhere to the following attendance policy:

- * Each student is entitled to three excused absences, per semester, without penalty.
- * At the end of the semester each subsequent and cumulative unexcused absence, that which exceeds the allowable three, shall result in an incremental ½ letter-grade drop in the student's overall final grade. For example: A potential "A" final course grade, with one unexcused absence, could result in a drop to an "A-". A potential "B" final course grade, with two unexcused absences could result in a drop to "B-". A potential "C" final course grade with three unexcused absences could result in a drop to "C-". A potential "D" final course grade, with four unexcused absences, could result in a drop to a "D-" course grade, etc.
- * Depending upon the circumstance, a document, note, or evidence of absence may not necessarily excuse the student beyond the allowable three.
- * If illness results in excessive absences, a medical withdrawal from the course may be recommended.
- * Every two late arrivals or departures, or combination thereof, from class will qualify as one unexcused absence.

Missed Class Policy:

The amount of material covered in this course will be substantial. Students who miss any in-class lectures, handouts and/or assignments will risk jeopardizing their final grade. Lectures and demonstrations cannot and will not be repeated for individual students. Students who miss a class are required to contact another classmate enrolled in this course to assess any missed information or material covered and are requested to proactively complete any missed work outside the scheduled class time. All material covered during class will be posted on Canvas for students to access and review. Additionally, students are strongly encouraged to schedule an office hour appointment to review and discuss any missing assignment(s).

Office Hours:

Students are strongly encouraged to proactively seek out and participate in faculty office hours. Students who wish to schedule an office hour are encouraged to do so by reserving a time using this link calendly.com/robert-stpierre-office-hour-appointment. During virtual class instruction, all office hours will be held online via Zoom. Students are requested to come prepared to their office hour.

Student Behavior/Professional Department:

In the classroom/lab, students are expected to practice professional behavior and treat other students, lab techs and faculty with respect and cooperation. Academic dishonesty is a serious offense for which a student may be expelled or suspended from the university and will receive a failing grade for that assignment. Multiple academic infractions may result in a failing grade for the class. Academic dishonesty includes cheating, fabrication, academic dishonesty, copying or tracing in any part, and plagiarism. A student found to be committing academic dishonesty would be reported to the Office of the Vice President for Student Affairs for penalty assessment. The student code of conduct can be found on page 586 of the University Catalog or on the CSUN website:

http://www.csun.edu/studentaffairs/pdfs/standards_student_conduct.pdf

Classroom Rules:

- Students are expected to be present and attentive throughout the entirety of the class.
- For remote/virtual classes students will be called upon randomly to participate and it is a reasonable expectation that the students will be present, aware, and prepared to engage in the topic and conversation.
- For remote/virtual classes students will be called upon randomly to share their work for review and constructive critique.
- Cell phones must be turned off or put on vibrate. Talking on the phone or texting in class is a distraction and is prohibited.
- In a physical classroom, wearing headphones while in the class are not allowed in class without the expressed permission of the faculty.
- Students working on anything unrelated to this course during this dedicated class time is not permitted, and will be considered unprofessional behavior.

Time Management:

Time management is a critical and necessary skill set that all students must learn, embrace and apply on their path to success and toward becoming a working professional. Students must adopt and employ time management skills in order to appropriately manage their schedules and successfully meet their deadlines while mitigating stress. No student should expect to receive special and preferential treatment or favoritism over any other student as demonstrates an unfair bias which will be considered unfair to other classmates who meet the assignment and deadline requirements. Here are a few resources for assisting in time management.

- <https://www.purdueglobal.edu/blog/student-life/time-management-busy-college-students/>
- <https://www.rasmussen.edu/student-experience/college-life/time-management-tips-college/>
- <https://youtu.be/qYphnJZSUVU>
- <https://youtu.be/Sc3qbg4uKUK>
- <https://youtu.be/rUO8Qvcs7cY>

Special Needs:

Students with disabilities must register with the Center on Disabilities at the beginning of the class and are required to complete a service agreement. Staff within the Center will verify with the instructor the existence of a recognized disability based on the documentation provided and approved accommodations. Students who are approved for test-taking accommodations must provide to their faculty, either physically or via email, an Alternative Testing Form signed by a counselor in the Center on Disabilities prior to making testing arrangements. The Center on Disabilities is located in the Bayramian Hall, room 110. Staff can be reached at 818 677-2684.

Emergency Final Exam Contingency Plan:

In case there's an unforeseen, or unexpected event that prevents the issuance of any scheduled in-class exams, students are advised to anticipate and prepare to take the exam using one of the two alternative options listed below.

- * Online exam using Canvas or by an alternative digital means.
- * Substitute in-class exam via an off-campus activity/project.

Students are responsible to stay abreast on any CSUN and/or faculty announcements and developments, which will be sent to you through email, text or through the Canvas announcements.

Required Supplies and Equipment:

A working desktop or laptop computer
A working and stable Internet service
Graphics Tablet or Cintiq-like graphics device
Photoshop or a similar graphics program
USB Flash Drive

Note: Students must be proactive and take personal responsibility for their class preparation including computer hardware, software, a reliable Internet connection, required books and materials. Students attending classes without the required equipment may be requested to leave the class and are requested to return with the necessary equipment. Students can contact the CSUN Library for free hardware resources. All students have free access to Adobe products. Please contact IT for assistance.

Required Books:

- * The 5 C's of Cinematography, Arthur Joseph V. Mascelli ISBN-1-879505-41-X
- * The Visual Story: Seeing the Structure of Film, TV and New Media, [Paperback] (Author) Bruce Block Publisher: Focal Press; 1 edition (April 23, 2001) Language: English ISBN-10: 0240804678 ISBN-13: 978-0240804675-

Recommended Books:

- * Iggy's Incredibly Easy Way To Write A Story, Author: Francis Glebas (francislebas.blobspot.com ISBN-9781480251120
- * The Art of Storyboard, Author: Don Bluth, DH Press (Dark Horse Comics), 1-59582-007-8, Edition 2004
- * Animation Writing & Development from Script Development to Pitch, Jean Ann Wright, Publisher: Focal Press (Elsevier), ISBN: 0-240-80549-6. Edition: 2005
- * Brain Storm: Unleashing Your Creative Self, [Paperback] (Author) Don Hahn Paperback: 320 pages Publisher: Disney Editions (May 31, 2011) Language: English ISBN-10: 1423140362 ISBN-13: 978-1423140368
- * The Art of Layout and Storyboarding, [Paperback] (Author) Mark T. Byrne Paperback: Publisher: Mark Byrne (18 Nov1999) Language: English ISBN-10: 0953573206 ISBN-13: 978-0953573202

NOTE: *This syllabus is subject to change due to overall class progress, or at the professor's discretion.*