

## Bonitatis: Art 463 Animation III: Syllabus

SP 2021 - Sat 10:00 AM - 3:30 PM

Lab: On-Line - Zoom Meetings

Classroom AC 402 Animation Lab

Office Hrs.: Sat 9:00 AM- 10:00AM Classroom AC 402 Animation

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### Course Description:

Production of an original animation short film from concept to completion. Students may utilize 3-D computer animation or 2-D methods. May be repeated once for credit. **Prerequisite ART363B**

### Learning Objectives Addressed in this course:

1. Acquire a basic knowledge, theories, and concepts about art; develop a foundation of art skills and a high level of craftsmanship; communicate ideas and concepts through writing, speaking and art making; acquire a competency with the tools and technologies associated with the visual arts.
2. Broaden knowledge of ancient through contemporary art; develop an understanding of the theoretical, cultural, and historical contexts of art.
3. Apply processes of generating and solving problems in art; analyze, interpret and question traditional methodologies and preconceived notions of art and art making.
4. Develop a career path for an art profession or an art-related field; develop an understanding of the demands and expectations of that area of art profession or art field.

### Course Student Learning Objectives:

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, visual development, or environment design.
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, Flash and After Effects based on the project.

### 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. 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 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 may be given through out the semester on developmental stages of the project, as well as will be issued upon the completed animation project(s). Grading is by individual faculty review and class critiques with student participation.

Percentage of grade:

70%: Exercises and Projects.

20%: Creative process stages of technical and design, reference photos, research, reading, lectures and critical analysis.

10%: Participation in class critiques, discussions and screenings, as well as, Animation Industry events and written reports.

Letter Grade	Numerical Grade
A	93 - 100
A-	90 - 92
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	59 or lower

### SEMSTER SCHEDULE:

- Pre-Production
- Story Development
- Storyboards
- Character Designs
- Background Designs
- Animatics
- Animation
- Editing
- Compositing

Students can access their grades, and see their grade averages throughout the semester, on Moodle. Non-original work is considered plagiarism and can result in an automatic failure for that project.

### **Late Work:**

Meeting deadlines is essential in Animation production. Assignment deadlines will be posted on Moodle. Students are responsible for monitoring Moodle on a regular basis, to ensure they are hitting the deadlines. Assignments that fail to meet the established deadline will be subject to a full letter downgrade. Additionally, each subsequent week that a student fails to turn in their work, the assignment will be subject to an additional full letter downgrade. So, for example, whereas an assignment late by one week is subject to a full letter downgrade, assignments late by two weeks are subject to an additional full letter downgrade, an assignment late by 3 or 4 weeks is subject to a third and fourth full letter downgrade, etc., until a student reaches an "F".

A student may avoid a drop in an assignment grade on the condition that the student make prior arrangements with the instructor, and that the instructor approves of the arrangement prior to assignment due dates.

### **Assignment Delivery:**

This is not an on-line course. All assignments must be submitted through Moodle for grade consideration. It is not appropriate for students to email instructor their assignments. Students are responsible to seek feedback on their work in class or during office hours. It is not acceptable for students to expect feedback outside of class or office hours without advanced permission granted by the instructor.

### **End of Term:**

A digital copy of all assignments must be submitted at the end of the semester and in formats specified by the Instructor and/or Animation Area Coordinator for Assessment purposes. These will not be returned to the student.

### **Attendance Policy:**

This studio course requires attendance, actual work in class and at least 3 hours of homework/lab time outside of class time each week. Attendance will be taken at the beginning of each class. Students who are not present when roll is called are personally responsible for informing the instructor of their presence and will be marked as tardy. Please see the CSUN student handbook for allowable class tardiness and absences. Students are responsible for contacting the instructor, prior to a scheduled class, if for whatever reason they anticipate being late or absent from class. 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.

### **Office Hours:**

Students are strongly encouraged to attend office hours. Students who wish to schedule time to visit during office hours are encouraged to do so by booking through the Art Advisement Center located in AC100, or by calling (818) 677-2348 to make arrangements.

### **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. Please see the CSUN student code of conduct online at [http://www.csun.edu/studentaffairs/pdfs/standards\\_student\\_conduct.pdf](http://www.csun.edu/studentaffairs/pdfs/standards_student_conduct.pdf).

### **Special Needs:**

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

### **Materials:**

- 1.) Disks – USB Flash Disks or recordable CDs
- 2.) Highly recommended but not required, - 40-60 GB Fire wire Drive.

### **Please Note:**

This syllabus is subject to change due to overall student progress, or judgment calls from the Instructor.

### **Recommended Books:**

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
7. Maya 8 At a Glance, George Maestri

### **Important CSUN Links:**

**Linked In Learning:** <https://www.csun.edu/it/linkedin-learning>

**Creative Cloud:** <https://www.csun.edu/it/adobe-creative-cloud-students>

**IT Requests:** <https://www.csun.edu/it/adobe-creative-cloud-studentsLinks>