San José State University
Animation/Illustration, Department of Design
ANI117B, Advanced Illustration, Section 1, Fall 2015

Instructor: Thomas Esmeralda
Office Location: Art 225
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Email: thomas.esmeralda@sjsu.edu
Office Hours: Mondays and Wednesdays 9:40pm – 10:10pm (by appointment)
Class Days/Time: Mondays and Wednesdays 12:30 pm – 3:20pm
Classroom: Art 243
Prerequisites: Successful completion of ANI 114

Course Format
The course is made up with a combination of traditional lecture, participatory in-class discussion & activity, in-class critique & demonstration, and lastly a flipped classroom delivery format for some of the lecture content. More details provided through Canvas.

Faculty Web Page and MYSJSU Messaging
Copies of the course materials such as the syllabus, major assignment handouts, etc. may be found on my faculty web page at http://www.sjsu.edu/people/thomas.esmeralda/, and through Canvas at https://sjsu.instructure.com/courses/1165882. You are responsible for regularly checking with the messaging system through MySJSU (or other communication systems as indicated by the instructor).

Course Description (catalog)
Narrative problems for illustrative assignments, professional processes and technical accomplishment. Activity, 6 hours
Normal Grade Rules
3 units

Learning Outcomes and Course Goals
The purpose of this course is to expand the student’s ability to illustrate. Illustration, in its most basic definition, is imagery that helps to explain a concept: Convincing, representational imagery, realized from the imagined. In this course we further define
illustration as the art of deliberate organization, and manipulation, of visual elements to produce images that not only explain ideas, but also evoke emotional responses to those ideas. Proficiency in illustration is the overarching goal.

Course Goals
During the semester, students can expect:

• To learn how to understand the effects of physical light as it relates to the construction of photographic and filmed imagery – to see light in concrete, identifiable, visual, terms
• To develop the means, from visualization and rendering exercises, necessary for creating convincing imagery utilizing visual information from photographic reference
• To adopt a working methodology to utilize 3D software in drawing & painting
• Assignments that extend their understanding of illustrative design fundamentals, introduced in previous courses, to improve their fluency in illustrative art
• To develop an idiosyncratic approach to forming their own visual narratives in an affective manner in which they are thoughtful, informed, fertile, and flexible
• To study classic representational illustration, and employ characteristics and elements from those examples in their own work (i.e. “steal” find inspiration)
• Assignments where they will learn to deconstruct elements of realism and synthesize illustrative design statements into a “style language.”
• An exhaustive project that will allow the students to experience the fundamental components that comprise the Visual Development process common to most productions within the screen arts: Exploratory sketching, character design, storyboarding, ideation, preliminary paintings & renderings to explore value/lighting/color ideas, culminating in the production of finely-rendered illustrations executed with a high degree of finish

Class Learning Outcomes (CLO)
Upon successful completion of this course, students will be able to:

• CLO 1: Critically analyze the various components of a photographic or filmed image, deconstruct the physical effects of light on form in those images, and be able to explain their observations in verbally and graphically concise terms

• CLO 2: Effectively and consistently produce realistic images by mastering the tools of illustrative art, presented throughout this course, in order that they may create the illusion of reality from the imagined

• CLO 3: Abstract from realism an exaggeration of light, shape, and rendering in creating a “style language” or illustrative “look”.

• CLO 4: Formulate visual narratives that not only inform, but also incite feelings

• CLO 5: Analytically deconstruct the written or spoken word, internalize their inherent ideas & meanings, and clearly interpret those words into visual statements that successfully connect with the viewer

• CLO 6: Work through a design process, solving complex visual problems through earnest research, critical analysis, and iterative investigation

• CLO 7: Communicate verbally and graphically, with Art Directors and fellow creative personnel, in a professional manner indicative of a production studio environment within the screen arts

Required Texts/Readings

Suggested Readings

Creative Illustration, Andrew Loomis
Composition of Outdoor Painting, Edgar Payne
Hawthorne on Painting, Charles Hawthorne
On The Art of Drawing, Robert Fawcett
Rockwell on Rockwell, How I Make a Picture, by Norman Rockwell
Imaginative Realism: How to Paint What Doesn’t Exist, by James Gurney
The Visual Story, Bruce Block

Other equipment / material requirements

Laptop (must meet minimum system requirements in order to run Photoshop)
Adobe CC Creative Suite (free licenses available to SJSU students)
Google Sketchup software (Sketchup Make is the free version available)
A digital camera
Access to a quality printer

Library Liaison

The Library Liaison for Animation is Rebecca Kohn. She can be reached via e-mail at rebecca.kohn@sjsu.edu or by telephone at (408) 808-2007. Her office is located on the 4th floor of King Library, and she encourages students to contact her with research questions.

Library Resources specific to animation are available online at http://libguides.sjsu.edu/animation

All of the University Library Resources can be accessed at http://libguides.sjsu.edu/a-z
Course Requirements and Assignments

SJSU classes are designed such that in order to be successful, it is expected that students will spend a minimum of forty-five hours for each unit of credit (normally three hours per unit per week), including preparing for class, participating in course activities, completing assignments, and so on. More details about student workload can be found in University Policy S12-3 at http://www.sjsu.edu/senate/docs/S12-3.pdf.

Course Assignments

Visual and Rendering Exercises (totals 45% of grade, 90 out of 200 points):

1. Basic Rendering 1: The Vase (10 points) (CLO 1,2)
2. Seeing Light (10 points) (CLO 1,2)
3. Basic Rendering 2: Imaginary Light & Shadow (10 points) (CLO 1,2)
4. Diagramming Light (10 points) (CLO 1,2)
5. Monument Valley Study (10 points) (CLO 1,2)
6. Applied Light (10 points) (CLO 1,2)
7. Applied Light – Imaginary Form (10 points) (CLO 1,2)
8. Basic Rendering 3: Realism (10 points) (CLO 1,2)
9. Monoliths (10 points) (CLO 1,2)

Illustration Assignments (totals 45% of grade, 90 out of 200 points):

1. Realistic Story Moment Illustration (15 points) (CLO 1-6)
2. Stylized lighting of Story Moment Illustration (25 points) (CLO 3,5,6,7)
3. Stylized shapes of Story Moment (25 points) (CLO 3,5,6,7)
4. Stylized rendering of Story Moment Illustration (25 points) (CLO 3,5,6,7)

Participation (totals 10% of grade, 20 out of 200 points)

NOTE that University policy F69-24 at http://www.sjsu.edu/senate/docs/F69-24.pdf states that “Students should attend all meetings of their classes, not only because they are responsible for material discussed therein, but because active participation is frequently essential to insure maximum benefit for all members of the class. Attendance per se shall not be used as a criterion for grading.”

Grading Policy

Numerical grades will be assigned for each of your projects in this class.

Visual and Rendering Exercises, and Participation grade are scored as follows:

10 = A+
9.5 = A
9 = A-
8.5 – B+
8 = B-
7.5 = C
The Realistic Moment illustration is scored as follows:

15 = A+
14 = A
13.5 = A-
13 = B+
12.5 = B
12 = B-
11.5 = C+
11 = C
10.5 = C-
10 = D+
9.5 = D
9 = D
and below = F

The Stylized Moment illustrations are scored as follows:

25 = A+
23.5 = A
22.5 = A-
22 = B+
21 = B
20 = B-
19 = C+
18.5 = C
17.5 = C-
17 = D+
16 = D
15 = D
14.5 and below = F

There are 200 possible points that factor into the overall course grade. Late assignments will be accepted at any time until the end of the semester, but will be downgraded by 50% of the assignment grade. Arrangements must be made in advance with the instructor for deadline extensions or none shall be granted. Students with an unforeseen emergency must be prepared to furnish the appropriate documentation to be excused. Grades will be assigned according to University policy from A through F as outlined in the SJSU catalog. All work must be finished and turned in according to ascribed deadlines. In keeping with established professional standards any work missing the deadline will receive a failing grade (0 points). Students wishing to receive an A grade must turn in all assignments on time and graded to be excellent work. Students wishing to receive a B grade must turn in all assignments on time and submit above average work. Students wishing to receive a C grade must turn in all assignments on time and submit average work. It is possible to pass
the course with a D grade. There are no planned extra credit assignments. Access to your grades as well as copies of the course materials such as the syllabus, assignments, notifications etc. will be made available through the SJSU Canvas system at https://sjsu.instructure.com/courses/1166007. In addition, you are also responsible for regularly checking with the messaging system through MySJSU.

Note that “All students have the right, within a reasonable time, to know their academic scores, to review their grade-dependent work, and to be provided with explanations for the determination of their course grades.” See University Policy F13-1 at http://www.sjsu.edu/senate/docs/F13-1.pdf for more details.

Classroom Protocol

1. Be on time. Late arrivals disrupt the class.
2. Classes are crowded. Please be attentive to your personal hygiene.
3. Fill the front seats first.
4. Ensure that backpacks, and other personal accessories, do not obstruct aisles.
5. No audio headphone or cell phone usage during class, unless for the purpose of reviewing video lecture material while painting in class.
6. No spray mount or fixative spraying in the class.
7. Use the trashcans in the rooms, hallways, and restrooms.
8. Do not dump toxic wastes in restroom sinks. Use the recycling drums upstairs.
9. Clean the sinks if you use them for your project clean ups. Do not discard paper towels on the floor.
10. Do not use the tabletops as a cutting surface.
11. Do not leave valuable items unattended.
12. Do not leave the classroom without cleaning your area.
University Policies

General Expectations, Rights and Responsibilities of the Student

As members of the academic community, students accept both the rights and responsibilities incumbent upon all members of the institution. Students are encouraged to familiarize themselves with SJSU’s policies and practices pertaining to the procedures to follow if and when questions or concerns about a class arises. See University Policy S90–5 at http://www.sjsu.edu/senate/docs/S90-5.pdf. More detailed information on a variety of related topics is available in the SJSU catalog, at http://info.sjsu.edu/web-dbgen/narr/catalog/rec-12234.12506.html. In general, it is recommended that students begin by seeking clarification or discussing concerns with their instructor. If such conversation is not possible, or if it does not serve to address the issue, it is recommended that the student contact the Department Chair as a next step.

Dropping and Adding

Students are responsible for understanding the policies and procedures about add/drop, grade forgiveness, etc. Refer to the current semester’s Catalog Policies section at http://info.sjsu.edu/static/catalog/policies.html. Add/drop deadlines can be found on the current academic year calendars document on the Academic Calendars webpage at http://www.sjsu.edu/provost/services/academic_calendars/. The Late Drop Policy is available at http://www.sjsu.edu/aars/policies/latedrops/policy/. Students should be aware of the current deadlines and penalties for dropping classes.

Information about the latest changes and news is available at the Advising Hub at http://www.sjsu.edu/advising/.

Consent for Recording of Class and Public Sharing of Instructor Material

University Policy S12-7, http://www.sjsu.edu/senate/docs/S12-7.pdf, requires students to obtain instructor’s permission to record the course and the following items to be included in the syllabus:

- “Common courtesy and professional behavior dictate that you notify someone when you are recording him/her. You must obtain the instructor’s permission to make audio or video recordings in this class. Such permission allows the recordings to be used for your private, study purposes only. The recordings are the intellectual property of the instructor; you have not been given any rights to reproduce or distribute the material.”
  - It is suggested that the greensheet include the instructor’s process for granting permission, whether in writing or orally and whether for the whole semester or on a class by class basis.
  - In classes where active participation of students or guests may be on the recording, permission of those students or guests should be obtained as well.
- “Course material developed by the instructor is the intellectual property of the instructor and cannot be shared publicly without his/her approval. You may not publicly share or upload instructor generated material for this course
such as exam questions, lecture notes, or homework solutions without instructor consent.”

**Academic integrity**

Your commitment as a student to learning is evidenced by your enrollment at San Jose State University. The University’s Academic Integrity policy S07-2, located at http://www.sjsu.edu/senate/S07-2.htm, requires you to be honest in all your academic course work. Faculty members are required to report all infractions to the office of Student Conduct and Ethical Development. The Student Conduct and Ethical Development website is available at http://www.sjsu.edu/studentconduct/.

Instances of academic dishonesty will not be tolerated. Cheating on exams or plagiarism (presenting the work of another as your own, or the use of another person’s ideas without giving proper credit) will result in a failing grade and sanctions by the University. For this class, all assignments are to be completed by the individual student unless otherwise specified. If you would like to include your assignment or any material you have submitted, or plan to submit for another class, please note that SJSU’s Academic Integrity Policy S07-2 requires approval of instructors.

**Campus Policy in Compliance with the American Disabilities Act**

If you need course adaptations or accommodations because of a disability, or if you need to make special arrangements in case the building must be evacuated, please make an appointment with me as soon as possible, or see me during office hours. Presidential Directive 97-03 at http://www.sjsu.edu/president/docs/directives/PD_1997-03.pdf requires that students with disabilities requesting accommodations must register with the Disability Resource Center (DRC) at http://www.drc.sjsu.edu/ to establish a record of their disability.

**Accommodation to Students' Religious Holidays**

San José State University shall provide accommodation on any graded class work or activities for students wishing to observe religious holidays when such observances require students to be absent from class. It is the responsibility of the student to inform the instructor, in writing, about such holidays before the add deadline at the start of each semester. If such holidays occur before the add deadline, the student must notify the instructor, in writing, at least three days before the date that he/she will be absent. It is the responsibility of the instructor to make every reasonable effort to honor the student request without penalty, and of the student to make up the work missed. See University Policy S14-7 at http://www.sjsu.edu/senate/docs/S14-7.pdf.

**Student Technology Resources**

Computer labs for student use are available in the Academic Success Center at http://www.sjsu.edu/at/asc/ located on the 1st floor of Clark Hall and in the Associated Students Lab on the 2nd floor of the Student Union. Additional computer labs may be available in your department/college. Computers are also available in the Martin Luther King Library.

A wide variety of audio-visual equipment is available for student checkout from Media Services located in IRC 112. These items include DV and HD digital camcorders; digital
still cameras; video, slide and overhead projectors; DVD, CD, and audiotape players; sound systems, wireless microphones, projection screens and monitors.

SJSU Writing Center

The SJSU Writing Center is located in Clark Hall, Suite 126. All Writing Specialists have gone through a rigorous hiring process, and they are well trained to assist all students at all levels within all disciplines to become better writers. In addition to one-on-one tutoring services, the Writing Center also offers workshops every semester on a variety of writing topics. To make an appointment or to refer to the numerous online resources offered through the Writing Center, visit the Writing Center website at http://www.sjsu.edu/writingcenter. For additional resources and updated information, follow the Writing Center on Twitter and become a fan of the SJSU Writing Center on Facebook. (Note: You need to have a QR Reader to scan this code.)
# ANI 117B, Section 2, Fall 2015 Course Schedule

The schedule is subject to change with fair notice provided in class, and through Canvas.

## Course Schedule

<table>
<thead>
<tr>
<th>Week</th>
<th>Date</th>
<th>Topics, Readings, Assignments, Deadlines</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>8/24</td>
<td>Course intro <em>Learning to See</em></td>
</tr>
<tr>
<td></td>
<td>8/26</td>
<td><em>Basic Rendering 1: The Vase</em></td>
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<tr>
<td>2</td>
<td>8/31</td>
<td>Review <em>Basic Rendering 1: The Vase</em></td>
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<tr>
<td></td>
<td>9/2</td>
<td>Review <em>Seeing Light</em> assignment</td>
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<td></td>
<td></td>
<td>Review <em>Basic Rendering 2: Imaginary Light and Shadow</em></td>
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<tr>
<td>3</td>
<td>9/7</td>
<td>No class - Labor Day Holiday (campus closed)</td>
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<tr>
<td></td>
<td>9/9</td>
<td>Review <em>Basic Rendering 2: Imaginary Light and Shadow; Six Qualities of Light; Diagramming Light</em> assignment</td>
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<tr>
<td>4</td>
<td>9/14</td>
<td>Review <em>Diagramming Light</em> assignment; <em>Photoshop Primer – Painting 101</em></td>
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<tr>
<td></td>
<td>9/16</td>
<td><em>Photoshop Primer</em> continued; <em>Monument Valley</em> assignment</td>
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<tr>
<td>5</td>
<td>9/21</td>
<td>Review <em>Monument Valley</em> assignment; <em>Applied Light</em> assignment</td>
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<tr>
<td>6</td>
<td>9/28</td>
<td>Review <em>Applied Light – Imaginary Form</em>; <em>SketchUp demo</em></td>
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<tr>
<td></td>
<td>9/30</td>
<td><em>SketchUp</em> demo cont’d – modeling with a photographic plate; <em>Monolith</em> assignment</td>
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<tr>
<td>7</td>
<td>10/5</td>
<td><em>Basic Rendering 3: Realism</em> assignment</td>
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<td></td>
<td>10/7</td>
<td>Continue <em>Basic Rendering 3: Realism</em></td>
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<tr>
<td>8</td>
<td>10/12</td>
<td>Review <em>Basic Rendering 3: Realism; Material (mood board, etc.)</em></td>
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<tr>
<td></td>
<td>10/14</td>
<td><em>Material (mood board, etc.)</em> cont’d</td>
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<tr>
<td>9</td>
<td>10/19</td>
<td>Review <em>Monoliths; Basic Rendering 4 – Putting it all Together</em></td>
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<tr>
<td></td>
<td>10/21</td>
<td><em>Story Moments</em> project</td>
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<tr>
<td>10</td>
<td>10/26</td>
<td>Review one sheets, exploratory sketches</td>
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<td></td>
<td>10/28</td>
<td>Review exploratory sketches cont’d</td>
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<tr>
<td>11</td>
<td>11/2</td>
<td>Review character and costume studies</td>
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<tr>
<td></td>
<td>11/4</td>
<td>Review character and costume studies cont’d</td>
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<tr>
<td>12</td>
<td>11/9</td>
<td>Review TN sketches individually; composition layout assignment</td>
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<tr>
<td></td>
<td>11/11</td>
<td>Review comp layouts; value, lighting, &amp; color comps</td>
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<tr>
<td>13</td>
<td>11/16</td>
<td>Review value, lighting, &amp; color comps</td>
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<tr>
<td></td>
<td>11/18</td>
<td>Review value, lighting, &amp; color comps cont’d</td>
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<tr>
<td>14</td>
<td>11/23</td>
<td>Review <em>Stylized lighting</em></td>
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<tr>
<td></td>
<td>11/25</td>
<td>Review <em>Stylized lighting</em> cont’d</td>
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<tr>
<td>Week</td>
<td>Date</td>
<td>Topics, Readings, Assignments, Deadlines</td>
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<tr>
<td>15</td>
<td>11/30</td>
<td>Review <em>Stylized shapes</em></td>
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<tr>
<td></td>
<td>12/2</td>
<td>Review <em>Stylized shapes</em> cont’d</td>
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<tr>
<td>16</td>
<td>12/7</td>
<td>Final check-in before finals</td>
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<tr>
<td></td>
<td>12/9</td>
<td>No class – Study/Conference Day</td>
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<tr>
<td>Final Exam</td>
<td>12/14</td>
<td>Art 243 Tuesday, December 15, 1945-2200</td>
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<tr>
<td></td>
<td></td>
<td>Review <em>Stylized renders of Story Moment Illustrations</em></td>
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</tbody>
</table>