San José State University  
Animation / Illustration  
ANI198: BFA SENIOR SEMINAR, FALL 2015

Instructors: Tom Austin, Alice Carter, Raquel Coelho, Courtney Granner
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Office Hours: Tom Austin ART 213 T/Th 14:30 – 15:00  
Alice Carter: Friday, 8:30-9:30 (email appointment)  
Raquel Coelho - ART 213, M 11:30 – 12:30 and Th 11 – 12  
Courtney Granner: Friday, 8:30-9:30 (email appointment)
Class Days/Time: Friday 9:30 – 14:40  
(And limited additional days with advance notice)
Classrooms: Austin ART 222; Carter ART 206; Coelho ART 224; Granner ART 243  
Some of the meetings will happen in additional rooms: TBA, as need arises.
BFA Lab: ART 243A
Prerequisites: Graduation Dates: December 2015, May 2016, August 2016, December 2016

Faculty Web Page and MYSJSU Messaging (Optional)  
Important course materials such as the syllabus, assignment handouts, etc. may be found at:  
https://groups.yahoo.com/neo/groups/SJSU_2016_BFA_AI/info  
This is a private group so you must be invited via your faculty on record and it will be discussed in class.
All AI students are also expected to join the program Yahoo group for program-wide information and announcements and this can be found at:  
http://groups.yahoo.com/group/SJSU_Animation_Illustration/
Students are responsible for regularly checking with the messaging system through MySJSU and the above Yahoo! Groups.

Course Description  
ANI 198 B.F.A. Senior Seminar, is the first of a two-course sequence that constitutes the capstone for the B.F.A. in Animation/Illustration. Students will undertake and complete assignments that demonstrate professional competence in their area of concentration.
**Course Goals and Student Learning Objectives**

**Course Content Learning Outcomes**

Upon successful completion of this course, students will: Demonstrate professional competence in an individual, comprehensive portfolio, or reel, or combination of either, in one of the following four areas:

1. Animation
2. Modeling
3. Story
4. Visual Development

**Texts/Readings:**
The following books will be helpful:

1. Perspective for Artists, by Vicat Cole
2. Artistic Anatomy, by Paul Richer and Robert Beverly
3. Atlas of Human Anatomy for the Artist, by Stephen Rogers Peck
4. Alla Prima: Everything I Know About Painting, by Richard Schmid
5. Figure Drawing for all its Worth, by Andrew Loomis: available in PDF form online at: <http://www.gfxartist.com/features/tutorials/7639>)
6. How to Draw Comics the Marvel Way, by Stan Lee and John Buscema
7. Drawing the Head, by William L. Maughan
8. The Practice and Science of Drawing, by Harold Speed
10. Animal Drawing and Action for Artists, by Charles R. Knight
11. Creative Illustration, by Andrew Loomis
12. Perspective Made Easy, by Ernest Norling
14. Drawing Sharp Focus Still Lifes, by Robert Zappalorti
15. The Illusion of Life: Disney Animation, by Frank Thomas and Ollie Johnston
16. Animation, by Preston Blair
17. The Animator’s Survival Kit, by Richard Williams
18. Glen Vilppu (Website to order drawing books and tapes) [http://www.vilppustudio.com/](http://www.vilppustudio.com/)
19. Bill Peet, an Autobiography, by Bill Peet (not how-to…more how to survive)
20. Oil Painting Techniques by Harold Speed
21. Acting for Animators by Ed Hooks
22. The Visual Story: Creating the Visual Structure of Film, TV and Digital Media, by Bruce Block, Published by Focal Press
23. Inspired Short film Production, by Jeremy Cantor and Pepe Valencia, Published by Cengage Learning
24. Cinematic Motion, by Steven Katz, published by focal press
25. Directing the Camera, by Gil Bettman, published by Michael Wiese Productions
26. Film Directing Shot by Shot: Visualizing from Concept to Screen, by Steven D. Katz, published by Focal Press
27. The Filmmaker’s Eye, by Gustavo Mercado, Published by Focal Press

**Library Liaison**
For assistance in finding library resources, contact MLK Librarian:
**Teresa Slobuski**
408-808-2318
**Teresa.Slobuski@sjsu.edu**
Course Procedure
The classes may include, but are not limited to: prop, character, and visual development, story, design for presentation, animation, sculpts, research processes, and communication skills. Students will be assigned projects, which incorporate complex problem solving as applicable to their individual areas of interest. Students are expected to research industry venues and create solutions specific to those areas of interest (such as live action or animated feature film, short films, television, video game design, etc). Students will be required to demonstrate a thorough understanding of the ANI 198 assignments and present viable solutions. Students are expected to, but are not limited to, photograph reference, utilize libraries, visit museums, study films, and attend live performances as part of the reference-gathering process. (The Internet is a necessary tool but not an end-all solution for gathering reference.)

- Each discipline will require assignments to be completed and submitted under parameters appropriate to said disciplines (TBA).
- Each discipline will require an end of the semester submission to be completed and submitted under parameters appropriate to those disciplines (TBA).
- Each discipline may require students to upload work to the server to present when or if their appropriate discipline is the spotlighted subject.
- Each discipline may have guest speakers and the subject matter may change on a daily/weekly basis.

Classroom Protocol
All Animation/Illustration students are expected to conduct themselves in a professional manner, respecting their fellow students and their shared facilities. Students will be held accountable for classroom participation, thoughtful contributions to collaborative learning, and the perpetuation of a positive atmosphere.

Classes and scheduled events are obligatory, and students are expected to be in attendance, fully prepared, and on time. Fully prepared means bringing all necessary materials, preparing according to instructions, and showing significant progress. Failure to accomplish any of the above will result in a lowered grade. If an absence is unavoidable, students are expected to notify the instructor immediately.

Cell phones must be turned off during class, earphones are not allowed and students must refrain from eating aromatic foods in the classroom. At the end of each class, students are expected to leave the classroom clean and arranged in the proper configuration.

Finally, students should be aware of the safety of their surroundings, belongings, and classmates. When working in the building or entering and leaving after hours, students should accompany one another or call the University Police for an escort. Report any suspicious persons or behavior to the University police at 408-924-2222 or by picking up a blue emergency phone.

Dropping and Adding
Students are responsible for understanding the policies and procedures about add/drop, grade forgiveness, etc. Students should be aware of the current deadlines and penalties for dropping classes. Refer to the Catalog Policies section at: http://info.sjsu.edu/static/catalog/policies.html

Add/drop deadlines can be found on the current academic calendar web page located at: http://www.sjsu.edu/academic_programs/calendars/academic_calendar/

The Late Drop Policy is available at: http://www.sjsu.edu/aars/policies/latedrops/policy/

Assignments and Grading Policy
There may be, but not limited to, primary projects, weekly assignments and required readings. Students may be required to compile their weekly assignments and submit them at the end of the semester. The primary projects, weekly assignments, and the final submissions will be graded, as well as student
participation in class and on collaborative projects. Students are expected to complete and submit ALL projects and assignments. Deadlines will be strictly observed. Grades for late assignments will be lowered by one letter grade. Assignments will NOT receive a grade if turned in more than one week after the due date. If a student is told to make corrections or redo an assignment it means that what was submitted previously does not count as a completed assignment. STUDENTS ARE RESPONSIBLE FOR KEEPING A DIGITAL COPY OF ALL PROJECTS AND WEEKLY ASSIGNMENTS. PLEASE BACKUP YOUR WORK OFTEN.

**Course grade**
The following factors will determine your grade:
- Class participation (TBA per faculty on record for the discipline)
- Feature assignments (TBA per faculty on record for the discipline)
- Additional assignments (TBA per faculty on record for the discipline)
- End of semester review (TBA per faculty on record for the discipline)
Grades will reflect a student's overall engagement with the course material, as determined by completion of all assignments, the quality of assigned work, class participation, progress and effort. Students are responsible for maintaining an updated record of all completed assignments. We will only give Incompletes if you have or are experiencing a compelling family emergency and/or life crisis. If you receive an incomplete you have to complete the work on your own and have one year to submit all final materials for consideration or your grade reverts to an F.

**Grading Percentage Breakdown**
94% and above = A
93% - 90% = A-
89% - 87% = B+
86% - 84% = B
83% - 80% = B-
79% - 77% = C+
76% - 74% = C
73% - 70% = C-
69% - 67% = D+
66% - 64% = D
63% - 60% = D-
Below 60% = F

Please note:
A = Excellent or Superior; or top 10% (93 to 100) = 4.0
B = Above Average; or second 10% (83-92) = 3.0
C = Average; or third 10% (77-82) = 2.0
D = Below average, minimum passing grade (69-76); or fourth 10% = 1.00
F = Failure or Exceptionally Poor; or bottom 60% (0-68) = 0.00

Students will be held accountable for meeting all deadlines with acceptable work. Class participation will be assessed and includes active engagement in critiques and peer collaboration. Directions for all assignments must be followed accurately or grades will be lowered. Late work will not be accepted unless the instructor has given prior approval. Students are responsible for completing all work assigned during any absences, and absent students must make arrangements for their work to be turned in (on due date) by another student.

The quality of the work, both conceptually and technically, is the primary component of the grade. However, a student’s grade is also determined by their professional attitude, conduct, work ethic, and ability to work effectively within both the parameters and the deadlines of each assignment.
Rules for the MAYA labs:
Failure to comply with the following rules will result in a one-week expulsion from the lab for every student present at the time of the offense:
1. **DO NOT** disconnect, attach, rearrange, or install anything on the computer systems (USB and external drives are permitted)
2. Food is prohibited
3. Beverages may be kept only on the shelf in the rear of the lab
4. Only students registered in digital classes or BFA are allowed in the lab
5. The lab is for digital class-related work only (No painting, charcoal rendering, sculpting, etc.)
6. No inappropriate imagery on the computers or dry erase boards
7. Headphones only; no sounds audible to other students allowed; no headphones during lectures
8. The lab doors must remain closed and locked at all times
9. Cell phones must be turned off in the lab
10. Enjoy the magic of the medium that the A/I labs provide

Rules for BFA lab: 243A
1. The BFA lab is exclusive to BFA students.
2. Non-BFA students must have faculty approval to work in the BFA lab.
3. See the above list of rules for the Maya labs and apply appropriately.

Shrunkenheadman Club
All AI students are encouraged to join and participate in The Shrunkenheadman Club. (The AI major student club.) The faculty have noticed that active participation with the SHM has proven to be an accurate predictor of future success post-graduation. In addition, the camaraderie and informal peer advising has been a tremendous advantage to our students both pre-and post-graduation. For more information, visit www.shrunkenheadman.com

University Policies

**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, 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.sa.sjsu.edu/judicial_affairs/index.html.

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 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 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.

**Student Technology Resources**
Computer labs for student use are available in the Academic Success Center located on the 1st floor of Clark Hall and 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 digital and VHS camcorders, VHS and Beta video players, 16 mm, slide, overhead, DVD, CD, and audiotape players, sound systems, wireless microphones, projection screens and monitors.

**Learning Assistance Resource Center**
The Learning Assistance Resource Center (LARC) is located in Room 600 in the Student Services Center. It is designed to assist students in the development of their full academic potential and to inspire them to become independent learners. The Center's tutors are trained and nationally certified by the College Reading and Learning Association (CRLA). They provide content-based tutoring in many lower division courses (some upper division) as well as writing and study skills assistance. Small group, individual, and drop-in tutoring are available. Please visit the [LARC website](http://www.sjsu.edu/larc/) for more information at:

**SJSU Writing Center**
The SJSU Writing Center is located in Room 126 in Clark Hall. Professional instructors and upper-division or graduate-level writing specialists from each of the seven SJSU colleges staff it. Our writing specialists have met a rigorous GPA requirement, and they are well trained to assist all students at all levels within all disciplines to become better writers. The [Writing Center website](http://www.sjsu.edu/writingcenter/about/staff/) is located at:

**Peer Mentor Center**
The Peer Mentor Center is located on the 1st floor of Clark Hall in the Academic Success Center. The Peer Mentor Center is staffed with Peer Mentors who excel in helping students manage university life, tackling problems that range from academic challenges to interpersonal struggles. Peer Mentor services are free and available on a drop-in basis, no reservation required. The [Peer Mentor Center website](http://www.sjsu.edu/muse/peermentor/) is located at:

http://www.sjsu.edu/muse/peermentor/