

The Art Institute of Washington®

A branch of The Art Institute of Atlanta, GA

SYLLABUS

Course Title: Sculpture for Animators
Session/Year: Wntr2010
Room: 902
Course Number: MA141
Section A Day/Time: M/W 8-10:45
Instructor: Charl Anne Brew
Contact Info: thera@cox.net cbrew@aia.edu
Office Hours: Tues. Thurs. 2-3PM
Course Length: 10 weeks
Contact Hours: 60

Prerequisites: CS108 and Art 111 or MM101

Course Description:

Maquettes are used in animation to help the animator visualize the character or object they are animating in three dimensions. 3-D clay models are frequently digitized into 3-D animation programs as part of the design, visualization and model making process. This course covers the basics of character construction and design from construction drawings through completed 3-D models rendered in polymer clay.

Objectives:

Create anatomically correct working construction drawings
Convert working drawings to an accurately scaled model
Create a 3-D model from reference
Exaggerate proportions for dramatic or humorous effect

Required Text:

Szunyogyh, Gyorgy. *Anatomy Drawing School*. KONEMANN, 2006

Suggested Books: W. Ellenberger, H. Dittrich H. Baum, *An Atlas of Animal Anatomy for Artists*, Dover Publications, 1956.

Bruno Lucchesi, *Modeling the Figure in Clay*, BPI Communications, Inc.1996
Credit Value: 4.0

Students with Disabilities:

It is an Art Institute of Washington policy not to discriminate against qualified students with documented disabilities in its educational programs. If you have a disability-related need for modifications in this class, contact your instructor and a school counselor (located in the Student Services Office). Instructors should be notified during the first week of classes. You may refer to the Nondiscrimination Policy on the Enrollment Agreement Form for the complete policy.

Student Conduct Policy: The Art Institute of Washington expects its students and employees to conduct themselves in a professional manner at all times. In addition, the Art Institute of Washington has a strict policy, which disallows sexual harassment of either students or employees. All students or employees are encouraged to report any professional or sexual misconduct to the academic director.

Academic Honesty at the Art Institute of Washington: As a member of the academic community, students are expected to recognize and uphold standards of intellectual and academic integrity. Under all circumstances, students are expected to be honest in their dealings with faculty, administrative staff, and fellow students. In speaking with any member of the college community, students must give an accurate representation of the facts at hand. Students are required to refrain from any and all forms of dishonorable or unethical conduct related to academic work. In class assignments students must submit work that fairly and accurately reflects their level of accomplishment. Any work that is not the product of the student's own efforts is considered dishonest. Engaging in academic dishonesty can have serious consequences for the student.

Academic dishonesty includes, but is not limited to, the following:

- 1 Cheating
- 2 Plagiarism
- 3 Submission of the same work in two or more classes without prior approval of the Faculty members of the classes involved
- 4 Submission of any work (full or partial) not actually produced by the student.
- 5 Submission of any works without the clear acknowledgement (reference/credit) of the original author or creator of the work.

Students proven to have been dishonest in submitting or presenting their work in a class will receive a grade F for the class and may be subject to further disciplinary action including suspension or expulsion from school. Record of this incident will also be kept in a student's file. If such an incident occurs and you would like to file a written appeal, you may do so

with the academic director of the department. Please refer to page 39 of the NEW Student Handbook for the complete Academic Dishonesty policy.

Attendance Policy: It is the goal of this policy to improve the academic performance of students in the classroom by stressing the importance of course attendance and reinforcing the work-ready expectations of employers for employee attendance. All students are expected to adhere to these industry standards. Students are encouraged to refer to page 38 of the NEW Student Handbook for additional information.

The following is the attendance policy for the Department of Graphic Design, Advertising, and Foundations:

Absences: Students are required to attend all class meetings, to arrive on time, to come prepared and ready to work, and to stay for the duration of the class. Once a student has accumulated a total of 3 absences, they will be notified by their instructor that they are on probation and in danger of being dropped from the course. Students who accumulate a total of 4 (four) absences in a course will be dropped from the course and a grade of FS (failed/suspended) will be recorded for the course. Student who accumulate the fourth

- 1 If you are late (1 min.) you will be marked absent
- 2 Leaving before the end of class = 1 absence
- 3 Failure to attend class = 1 absence
- 4 In the event that a faculty member is absent, students should wait 15 minutes.
- 5 If you are late on the day a project is due the door will be locked until after critique and your project will receive a failing grade.

absence during the ninth week of school will automatically fail the course and appeal after grades have been issued. There are no excused absences!

I will not sign absentee appeal forms without authentic and corroborating documentation.

Furthermore, it is the student's responsibility to make up any missed information due to absences. Any of the following constitutes an absence:

Students should then circulate an attendance sheet and designate one of their members to deliver the sheet to the Academic Affairs office for placement in the faculty member's mailbox.

Lateness

Students are required to arrive on time and to stay for the entire duration of the class. If you are one (1) minute late you will be marked absent. There are no accepted excuses for lateness. A student is considered late when arriving after the required class start time. Students late for Class the day a project is due will not be admitted into the class until the class is over – the door will be shut and locked.

Late Submission of Work: All projects are due on the date assigned at the beginning of each class. No late work will receive a passing grade. So take heed to the due dates of every project, for it will be very important to your grade. All late submissions due to documented illness or absence will be downgraded a full letter grade for every class period passed the due date.

Late Mid-Terms and Finals: Professor Brew does not accept any late Mid-Terms or Final Exams no excuses accepted. Late or incomplete Finals will be failed.

Make-up Work: In the case of illness or absence it is the student's responsibility to make arrangements with the professor to find out how to make up for a missed class.

Improving Work/Making Corrections: In case you are interested in improving your work and re-submitting it for a better grade you must hand in corrections/improvements the following class period after the due date.

Class Participation and In Class Performance: All students are expected to participate in class discussions, critiques and project assignments. Failure to do so may result in a lower grade (both on a daily basis and for the final average). There will be class critiques every other week and we will cover on average one chapter of the text each week. Students will be expected to use key design terms during their discussion during critiques. You will have two written assignments this semester.

Unprepared-ness with all assignments and required materials, as determined by the instructor (art supplies, textbooks, etc) = a failing mark in the grade book, and student may be asked to leave the class.

Cell phones ringing in class = a failing mark in the grade book . I reserve the right to answer any phones ringing in my class.

Inappropriate behavior and/or lack of participation in class activities, as determined by the instructor = a failing mark in the grade book

Phones and pagers must be turned off or to vibrate during class. Any emergency calls that come in during class should be taken outside the classroom. Headphones may not be used in class unless other wise advised.

Sketchbook: Students will be required to keep a sketchbook for this class. The sketchbooks may be reviewed frequently and at random during the quarter. The sketchbook will play integral part of your final grade. Please bring sketchbooks to class each session.

Homework: Student should be prepared to work on assignments, readings, preparing for quizzes and sketching during non-class room time. Your hard work and dedication both in class and outside of class are most important in succeeding. Students should expect to spend 12+ hours per week on homework assignments.

Technology Needed: Provide by Art Institute of Washington

Professionalism: All artwork submitted to class must be neat and clean and professionally presented. This means that all final work must be mounted.

Materials and Supplies:

- modeling tools/drawing tools/
- drill/dremel tool (optional)
- crazy glue, Vaseline, cloth
- 2 LockTite Poxy Puddy
- CD, digital camera or access to one, USB reader/writer
- 8+ lbs. of Sculpey® (can be Purchased at Utrecht/Dick Blick)
- BRISTOL PAD (14" X 17")
- TRACING PAD 14 (14" X 17")
- SKETCHBOOK (8.5 x 11)
- Anatomy Books
- 4+ wooden board mounts
- 6-8+ wood screws
- 2-3 rolls Aluminum Foil Heavy Duty
- 4-5 rolls Armature Wire (gauge 16 & 11) (can be purchased from Brew)
- Galvanize Wire (28 gauge thin)
- Assorted "old" brushes (course ones and soft ones)
- Wire loop Tool (1/2 to 1 inch) (can be purchased from Brew)

Evaluation/Grading Information: All written projects will be graded based on a typed-double-spaced paper with strong content, appropriate use of art vocabulary, language structure, spelling and grammar.

Grade Calculation

4 Sculptures/ 4 Turnarounds.....	65%
Mid-Term	10%
Final Presentation PPS,	20%
Participation.....	5%

Grading Scale

A 100 to 92	A-91.9 to 90	: B+ 89.9 to 88	B 87.9 to 82	B-81.9 to 80
C+ 79.9 to 77	C 76.9 to 72	C-71.9 to 67	F66.9 and below	

If you have any questions, please contact: Charl Anne Brew thera@cox.net

Important Information

When is the First-Progress Portfolio Review? First-Progress Portfolio Review takes place during quarter four or quarter five. The first review is to be turned in to your instructor for MA231: Introduction to 2D Animation class during week 10. Your portfolio will be reviewed by your MA231 professor. A letter including your portfolio results will be given to you within a couple of weeks after it's submitted.

When is the Mid-Progress Portfolio Review? The Mid-Progress Portfolio Review takes place during quarter six or quarter seven. The mid-review is to be turned in to your instructor for MA312: Introduction to 3D Animation class during week 10. Your portfolio will be reviewed by three professors and you will be present so that you can write down suggestions/feedback.

When is the Final Portfolio Review? Final Portfolio Review takes place during quarter 11. You must pass the Final Portfolio Review to get into Senior Portfolio Class MA490. The review is usually held during mid-quarter (week six). Your portfolio will be reviewed by at least three professors. A letter including your portfolio results will be given to you within a couple of weeks after it's submitted. If you have any question, please contact: Bryan Tillman bt313@fac.aii.edu 703-247-6846