

DIGI 146 Life Drawing for Animators II				
Spring Term 2015	3D ANIMATION FOR FILM AND GAMES COURSE OUTLINE			
Credits 2.25	Course Format: 3 lecture hours per week for 15 weeks			
Prerequisites	DIGI 136 – Life Drawing for Animators I			
Instructor	TBA	TBA@capilano.ca	Office: BC2xx	Local: xxxx

SCHOOL OF MOTION PICTURE ARTS VISION STATEMENT

The School of Motion Picture Arts is dedicated to inspiring a new generation of independent Canadian filmmakers through the fostering and mentoring of emerging talent utilizing progressive learning environments and authentic production experiences, such that graduates make valued contributions to the global media culture.

MISSION STATEMENT

The program strives to provide a comprehensive artistic and technical education, preparing students in the art of animation and encouraging critical reflection, collaboration and professionalism. Through innovative teaching, local and international partnerships and the highest standards of artistic and academic excellence, the program seeks to ensure student success in creative careers within the animation industry.

COURSE OBJECTIVES

In this course students will continue to focus on life drawing of the human form with deeper investigation into gesture, form, structure and anatomy. Students will continue to study and draw from live models to solidify acquired knowledge and advance to intermediate studies in light, drapery and character design from life.

COURSE STUDENT LEARNING OUTCOMES

Upon successful completion of this course, students will be able to:

- produce accurate renderings of a human figure;
- create interest and appeal in drawings of the human form;
- render facial likenesses;
- produce drawings of a finished clothed figure;
- create character studies based on live model reference.

REQUIRED TEXTS AND MATERIALS

Aristides, Juliette. *Lessons in Classical Drawing : Essential Techniques From Inside the Atelier*. Watson - Guptill, 2011. Print.

Mattesi, Mike. *Force: Dynamic Life Drawing for Animators*. Focal Press, 2006. Print.

RECOMMENDED ADDITIONAL TEXTS AND MATERIALS

Drawing the Female Portrait. Ron Lemen. The Gnomon Workshop. DVD.

Drawing the Male Portrait. Ron Lemen. The Gnomon Workshop. DVD.

Mattesi, Mike. *Force: Character Design from Life Drawing*. Focal Press, 2008. Print.

COURSE CONTENT

Weeks 1 – 2

Intermediate gesture and mechanics of the body

- Individual characteristics of anatomical form
- Produce drawings with finer anatomical detail and realism
- *Assignment 1 – Weekly life drawing sketchbook*

Weeks 3 – 4

Portraiture: studies of facial form, musculature and expression

- Review of the human skull
- Muscles of expression
- Rendering facial features and details
- Rendering hair
- Keys to producing a likeness
- *Assignment 2 – Character portrait, due week 5*

Weeks 5 – 6

Intermediate lighting: rendering form with light and shadow

- Intermediate studies in light and shadow
- Tonal drawing
- Effective rendering techniques
- *Assignment 3 – Lighting and rendering, due week 7*

Weeks 7 – 9

Draperies and the clothed figure

- *Introduction to rendering fabric*
- *Structure and form of folds and wrinkles*
- *Draperies studies from life*
- *Introduction to drawing a clothed figure*
- *Assignment 4 – The clothed figure, due week 9*

Weeks 10 – 12

Character design from life: clothing, costuming and props

- Study of photographic and live reference
- Create a variety of character studies based on a live clothed model with props
- *Assignment 5 – Character design from life, due week 13*

Weeks 13 – 15

Term project

- Collate, refine and produce a portfolio of life drawing work with emphasis on gesture, anatomy and rendering of live models
- Presentation and critique of portfolios

EVALUATION PROFILE

Participation	15%
Assignment 1 – 10 weekly sketchbooks	10%
Assignment 2 – Character portrait	10%
Assignment 3 – Lighting and rendering	15%
Assignment 4 – The clothed figure	15%
Assignment 5 – Character design from life	15%
Term project	20%
Total	100%

GRADING PROFILE

A+ 90-100	A 85-89	A- 80-84
B+ 77-79	B 73-76	B- 70-72
C+ 67-69	C 63-66	C- 60-62
D 50-59		
F 0-49		

OPERATIONAL DETAILS

Capilano University has policies on Academic Appeals (including appeal of final grades), Student Conduct, Cheating and Plagiarism, Academic Probation and other educational issues. These and other policies are available on the University website.

Professional Behaviour

Students must demonstrate a professional attitude and behaviour toward work, other students, guests and instructors. Each student should demonstrate reliability, respect for and co-operation with colleagues. A willingness to work calmly and courteously under difficult conditions as well as a determination to achieve first class work while meeting deadlines is necessary in this course. Students must have respect for equipment and systems and constructive response to criticism.

Attendance

Regular attendance is essential. Students who miss more than 20% of the course will not receive credit for the course. Attendance will be taken daily and will form part of the participation grade (see Evaluation Profile). Each student is responsible for the material covered and any work assigned in class. The instructor has no obligation to repeat material for students who missed class.

Punctuality

Punctuality is essential. Students more than 15 minutes late for class will be marked absent.

Participation

Students will be evaluated on the following aspects:

- Attendance of classes and labs
- Active engagement in class discussions and projects
- Knowledge of reading / assignments
- Frequency and quality of comments, questions and observations
- Attendance of supervised labs

Late Assignments

All assignments must be delivered at the place and time specified by the instructor. Late assignments will only be accepted if prior approval for a late submission date has been given by the instructor.

Submission of Late Assignments

Although late assignments will not be graded, all assignments must be submitted in order to receive a passing grade in the course.

Incomplete Grades

Grades of incomplete (I) will may be assigned in exceptional circumstances. If the date for the submission of incomplete assignments is not met, the grade will automatically revert to the grade based on the student's present achievements. In addition, the student concerned must submit a written request for approval by the instructor prior to the last regular class in the course.

Continuation Requirement

Students must successfully complete all 3D Animation courses in one term before continuing to the next term.

Emergency Procedures

Students should familiarize themselves with emergency procedures posted in the classroom.