DIGI 237	The Art of Visual Storytelling		
Fall Term 2015	3D ANIMATION FOR FILM AND GAMES COURSE OUTLINE		
Credits 3.0	Course Format: 4 lecture hours per week for 15 weeks		
Prerequisites	DIGI 146 – Life Drawing for Animators II, DIGI 148 – Concept Art and Design I		
Instructor	TBA	TBA@capilanou.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 be introduced to the art of storyboarding and how it is used to visually communicate the emotional impact and pacing of a story. Students will explore and apply storytelling and artistic techniques that are used by studios in the creation of storyboards and animatics. Students will plan and present their final term animation project through the creation of original story ideas and concepts.

COURSE STUDENT LEARNING OUTCOMES

Upon successful completion of this course, students will be able to:
● define the role of a storyboard artist in an animated production;
● analyze and break down existing films for study;
● explore and create original story ideas for animated projects;
● create clear, concise and entertaining visual narratives;
● present work clearly to a group for review;
● produce storyboards and an animatic for the final term portfolio project.

REQUIRED TEXTS

Glebas, Francis. *Directing the Story: Professional Storytelling and Storyboarding Techniques for Live Action and Animation*. Focal Press, 2008. Print.

COURSE CONTENT

Weeks 1 - 2
Storyboarding fundamentals
● Definition, process and formats
● Researching your subject, shot selection and analysis
● *Assignment 1 – Storyboard an existing film, due week 2*
● *Assignment 2 – Storyboard #1, due week 4.*

Weeks 3 – 5
Visual narratives and design
- Storyboard design, staging and composition
- Thumbnails, posing and expressions
- Developing original and entertaining story ideas
- *Assignment 3 – Storyboard #2, due week 6.*

Weeks 6 – 8
The art of the board
- Dynamic posing and expressions
- Creating mood and suspense
- Exploring and structuring ideas to communicate a story
- Visual storytelling techniques
- *Assignment 4 – Final project storyboard pitch, due week 9.*

Weeks 9 – 11
The storyboard pitch
- *Rough boards and revisions*
- Camera angles and shot selection
- Storyboard presentations
- *Assignment 5 – Final project storyboards, due week 11.*

Weeks 12 – 15
The animatic
- Storyboard revisions
- Animatic timing and editing
- Project presentations
- *Assignment 6 – Final project animatic, due week 15.*

EVALUATION PROFILE

Participation	15%
Assignment 1 – Storyboard an existing film	5%
Assignment 2 – Storyboard #1	10%
Assignment 3 – Storyboard #2	15%
Assignment 4 – Storyboard pitch	15%
Assignment 5 – Final project storyboard	20%
Assignment 6 – Final project animatic	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		

CAPILANO
U N I V E R S I T Y

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

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.