

| <b>DIGI 245 Professional Portfolio Development</b> |  |
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| Spring Term 2016                                   | <b>3D ANIMATION FOR FILM AND GAMES COURSE OUTLINE</b>  |
| Credits 9.0  | Course Format: 12 lecture hours per week for 15 weeks  |
| Prerequisites                                      | DIGI 230 – 3D Animation III, DIGI 232 – 3D Design for Production III,<br>DIGI 237 – The Art of Visual Storytelling   |
| Instructors  | TBA                                      TBA@capilano.ca                                      Office: BC2xx                                      Local: xxxx |

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### 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.

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### 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.

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### COURSE OBJECTIVES

The animation industry demands specialists who are capable of producing exemplary work on tight timelines. This course enables students to attain outstanding skills in their chosen area of expertise. Students will identify a career specialty and create an industry-focused, self-directed portfolio and demo reel that targets the industry sector they wish to be employed in. Regular peer reviews, group critiques and mentoring sessions will provide critical portfolio feedback while developing students' creative evaluation and analytical skills. Instructors will work with students to plan and develop unique, creative projects and original content for their portfolios and/or demo reels. An emphasis will be placed on quality standards, professionalism, project management, and networking in the animation community.

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### COURSE STUDENT LEARNING OUTCOMES

- Upon successful completion of this course, students will be able to:
- research a specialized field of study and apply the knowledge to a self-directed portfolio project;
  - assemble the required resources to support individual learning;
  - create a plan to achieve personal career goals;
  - plan, organize and manage a production schedule for a self-directed project;
  - demonstrate high level of technical and artistic competence in their chosen career specialty;
  - compile an industry relevant portfolio demonstrating acquired knowledge and technical skills;
  - create an online presence that showcases their work in the form of a blog or a website.

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### REQUIRED TEXTS

Resource material will be provided by the instructor/s.

## COURSE CONTENT

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### Week 1

- Peer skill set review and evaluation
- Researching and choosing a career specialization
- *Assignment 1: Industry specialization self-directed study project proposal, due week 2.*

### Week 2

Developing a self-directed project plan and milestones

- Establishing career goals and timelines for a directed study project
- Creating a production schedule and critical path
- Developing effective work habits
- *Assignment 2: Self-directed study critical path, due week 3.*

### Weeks 3 - 5

- Self-directed study pre-production
- Technology research and skill development
- Performance review
- Networking in the information age
- *Assignment 3: Self-directed study project critique and review #1, due week 5.*

### Weeks 6 - 8

- Self-directed study production
- Technology research and skill development
- Group critique and peer review
- Career planning
- *Assignment 4: Self-directed study project critique and review #1, due week 8.*

### Weeks 9 - 11

- Technology research and skill development
- Self-directed study production
- Group critique and peer review
- The art of the interview
- *Assignment 5: Self-directed study project critique and review #1, due week 9.*

### Weeks 12 - 15

- Self-directed study progress report
- *Assignment 6: Industry portfolio presentation and review, due week 15.*

## EVALUATION PROFILE

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| Participation  | 15%        |
| Assignment 1 – Industry specialization               | 5%         |
| Assignment 2 – Critical path                         | 5%         |
| Assignment 3 – Self-directed study project review #1 | 15%        |
| Assignment 4 – Self-directed study project review #2 | 15%        |
| Assignment 5 – Self-directed study project review #3 | 15%        |
| Assignment 6 – Industry portfolio presentation       | 30%        |
| <hr/> Total  | <hr/> 100% |

## GRADING PROFILE

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

## OPERATIONAL DETAILS

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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.