Fall 2016

Meeting days: M / W	**Professor Joshua Tonies**
Meeting times: 6:30 - 8:50PM	**Phone:** (415) 484-9891
Meeting location: Ryan Library West, Computer Lab	**E-mail:** jtonies@pointloma.edu
Final Exam: No Final Exam	**Office location and hours:** By Appointment

PLNU Mission⊗

To Teach ~ To Shape ~ To Send

Point Loma Nazarene University exists to provide higher education in a vital Christian community where minds are engaged and challenged, character is modeled and formed, and service is an expression of faith. Being of Wesleyan heritage, we strive to be a learning community where grace is foundational, truth is pursued, and holiness is a way of life.

COURSE DESCRIPTION⊗

This course will investigate various ways in which illustration can be incorporated into design for the web and the moving image, allowing the illustrator to research, conceptualize, develop and distribute their ideas. Course instruction covers industry compliant and emerging tools, technology and workflows. Working in a variety of styles inspired by artists of the 19th, 20th and 21st centuries, students will make character illustration and animation, maps, interactive infographics, data visualization, motion design featuring animated type and brand identity. Students will explore various animation techniques and materials, motion concepts and design strategies for illustration and interaction.

COURSE LEARNING OUTCOMES ✪

Identify and apply industry compliant graphic and communication methods in order to design, refine and produce concepts using digital production skills for the moving image, interaction design, and print.

Apply investigative skills to gather, analyze and interpret information and source material from a range of diverse contexts. Develop your own methodology through information gathering, concept articulation, collaboration, problem-solving and iteration.

Recognize abstract properties of typographic forms, and be able to manipulate type to visually structure verbal messages over time. Learn about various ways typography functions in relation to the moving image.

Understand how to animate illustrations with sophistication and precision. Learn effective editing and sequencing. Problem solve individually and collaboratively to develop digital design outcomes using industry software appropriately and effectively.

Articulate your thoughts and ideas both in your own process and in applying critical feedback to others.

COURSE CREDIT HOUR INFORMATION ✪

In the interest of providing sufficient time to accomplish the stated Course Learning Outcomes, this class meets the PLNU credit hour policy for a 4 unit class delivered over 16 weeks. Specific details about how the class meets the credit hour requirement can be provided upon request.

COURSE SCHEDULE AND ASSIGNMENTS

DATE PRESENTED	CLASS CONTENT OR ASSIGNMENT	ASSIGNMENT DUE DATE
Week 1	**Character Design	Development** - Sketches	Assignment 1
Week 2	Open Lab - Presentation	
Week 3	Storyboard	Concept Development	Narrative	
Week 4	Motion Concepts	Animation Principles	
Week 5	Open Lab - Animation	9/28
Week 6	**Technical Illustration	Maps |Machines |Architecture**	Assignment 2
Week 7	Open Lab - Technical Illustration	10/12
Week 8	**Data Visualization	Infographics**	Assignment 3
Week 9	Open Lab - Data Visualization	10/26
Week 10	**Motion Design - Typography**	Assignment 4
Week 11	Motion Studies	Transitions	Sequencing	11/16
Week 12	Working with Sound	Compositing	
Week 13	**Final Project - Synthesis of methods + techniques**	Assignment 5
Week 14	Proposals - Sketch	12/7
Week 15	Individual Consultation	
Week 16	Final Project - Presentations	

REQUIRED TEXTS AND RECOMMENDED STUDY RESOURCES

Note: There are no required books to purchase for this course. Required reading will be distributed through CANVAS via PDF. Below is a list of books from which I will be constructing course content.

"Adobe After Effects Classroom in a Book"
"Film Art: An Introduction," David Bordwell and Kristin Thompson
"Thinking with Type" by Ellen Lupton
"Detail in Typography" by Jost Hochuli
"The Visual Display of Quantitative Information" by Edward Tufte
"The Animator's Workbook" by Tony White

ASSESSMENT AND GRADING⊛

Assignment distribution by percentage:	Grade scale:	
• Participation|Professionalism 10%		
• Assignment #1 20%	A=93-100	C=73-76
• Assignment #2 10%	A-=92-90	C-=70-72
• Assignment #3 10%	B+=87-89	D+=67-69
• Assignment #4 20%	B=83-86	D=63-66
• Assignment #5 30%	B-=80-82	D-=60-62
	C+=77-79	F=0-59

A Outstanding performance throughout the course in concept process and craft, articulation and refinement

B Exceeds expectations for all projects.

C Satisfactory, the completion of all assignments on time and at an acceptable level. Please note that a C grade means you have attended all classes and met satisfactorily the basic requirements of the course. To earn a higher grade, you must show not only more effort but also a higher level of achievement in your work.

D Less than satisfactory performance

F Failing grades are given for required work that is not submitted, for incom plete final projects.
Make-up work may be permitted only with the approval of the instructor and the program director

I Incomplete, signifying a temporary deferment of a regular grade.

INCOMPLETES AND LATE ASSIGNMENTS

All assignments are to be submitted/turned in by the beginning of the class session when they are due—including assignments posted in Canvas. Incompletes will only be assigned in extremely unusual circumstances.

FINAL EXAMINATION POLICY⊛

Successful completion of this class requires taking the final examination **on its scheduled day**. The final examination schedule is posted on the [Class Schedules](#) site. No requests for early examinations or alternative days will be approved. This course does not require a Final Examination.

PLNU COPYRIGHT POLICY ⊛

Point Loma Nazarene University, as a non-profit educational institution, is entitled by law to use materials protected by the US Copyright Act for classroom education. Any use of those materials outside the class may violate the law.

PLNU ACADEMIC HONESTY POLICY⊛

Students should demonstrate academic honesty by doing original work and by giving appropriate credit to the ideas of others. Academic dishonesty is the act of presenting information, ideas, and/or concepts as one's own when in reality they are the results of another person's creativity and effort. A faculty member who believes a situation involving academic dishonesty has been detected may assign a failing grade for that assignment or examination, or, depending on the seriousness of the offense, for the course. Faculty should follow and students may appeal using the procedure in the university Catalog. See [Academic Policies](#) for definitions of kinds of academic dishonesty and for further policy information.

PLNU ACADEMIC ACCOMMODATIONS POLICY⊛

If you have a diagnosed disability, please contact PLNU's Disability Resource Center (DRC) within the first two weeks of class to demonstrate need and to register for accommodation by phone at 619-849-2486 or by e-mail at DRC@pointloma.edu. See [Disability Resource Center](#) for additional information.

PLNU ATTENDANCE AND PARTICIPATION POLICY⊛

Regular and punctual attendance at all classes is considered essential to optimum academic achievement. If the student is absent from more than 10 percent of class meetings, the faculty member can file a written report which may result in de-enrollment. If the absences exceed 20 percent, the student may be de-enrolled without notice until the university drop date or, after that date, receive the appropriate grade for their work and participation. See [Academic Policies](#) in the Undergraduate Academic Catalog.