

ART520 SR. PROJECT I: DEVELOPMENT & PREPRODUCTION

Central Michigan University Fall 2023

3 Credits

Syllabus

The first of a two-semester experience in which animation students are required to complete a **comprehensive project designed to showcase their artistry, skills and professional competence.** Students are required to propose a project prior to admission in the class. Once approved they will apply the first semester to concept development and preproduction.

Projects submitted for approval are subject to evaluation based on quality of content, budget and technical feasibility. **Collaboration is highly encouraged.** Projects may include a variety of visual narrative forms such as; short films, interactive story, games, graphic novellas, etc.

Objectives: After successful completion of this course, the student will be able to:

1. Execute concepts, strategies and skills learned in their previous coursework and put them into practice towards a single comprehensive animated project.
2. Conceive and create a design workbook, storyreel, layout reel, and preproduction assets for a year-long comprehensive animated project.
3. Apply advanced level work habits in a professional collaborative environment.
4. Prioritize tasks, estimate workloads and maximize efficiency.
5. Complete elements of a strong portfolio piece that will give them exposure and credibility for future employment in the industry they choose to pursue.

Software: Toon Boom Storyboard Pro, Toon Boom, Adobe Premiere, Adobe Photoshop and student's production choice.

Development & Pre-Production Milestones: While individual projects will vary in their development and pre-production needs, the following milestones serve as a dependable guide.

Thesis project pitch: Story treatment, early concept designs, preliminary storyboards, technical and artistic exploration, team members, budget overview, and production schedule.	100
Production workbook: Character biographies and visual research; character, prop and environment designs; plan views and color concept art.	200
Storyreel and final production boards: Multiple storyboard revisions, preliminary sound design, final shot counts, and timed storyreel.	<u>300</u>
Layout and preproduction assets: Initial staging of camera and characters, asset creation, animation tests, and process experimentation.	400
Semester Total	1000

Pitch Sessions and Attendance: Students are required to attend regular classes as well as work independently outside of class to meet their milestones. Pitch sessions will be set up on a regular basis. When students are not pitching their projects during class they are expected to be working in the labs.

Regular tardiness is not acceptable. Please notify instructor in advance for excused absences. Unexcused absences and excessive tardiness will not be tolerated and will affect final grade significantly.

Required Text: None

Supplies: Specialized materials may be required by students depending on the choice and complexity of their projects.