

Course Syllabus

ATEC 3318 Pre-Production Design

Fall 2016

ATC 2.602

Friday 1pm – 3:45pm

Professor Contact Information

Todd Fechter

ATC 3.105A (in the admin suite)

todd.fechter@utdallas.edu

Phone: 972-883-2796

Course Pre-requisites

ATEC 2382 Computer Imaging

Course Description

This course will introduce students to basic principles and techniques for visually presenting stories and ideas. Basic design fundamentals will be discussed including composition, ideation and presentation. Students are expected to actively participate in discussions and critiques and contribute to a competitive and creative environment. This class will consist of lectures, demonstrations, constructive critiques and class discussions.

Student Learning Objectives/Outcomes

Students will learn how to visually present a story narrative using various design and cinematography methodologies, storyboard complex film sequences, develop and pitch their ideas to prospective clients, and design appealing characters and environments which evoke story elements.

Required Textbooks

The Visual Story by Bruce Block

Available at bookstore and on Amazon.com

<http://proquest.safaribooksonline.com/9780240807799> (online via UTD library)

**There will be quizzes based on the assigned readings*

Required Materials

(available at Michaels, Hobby Lobby, art stores)

- Prisma Color pencils (5 pencils, must be dark color (indigo blue, black, dark purple, etc))
 - 1 large newsprint pad (11x17 or larger)
 - 1 large tracing paper pad (11x17 or larger)
 - 1 straight edge (14" triangle, or 18" ruler)
 - 1 roll masking tape
-

Suggested Books

The Noble Approach: Maurice Noble and the Zen of Animation Design by Tod Polson
Creating Characters with Personality by Tom Bancroft

Assignments & Academic Calendar

110 points possible

- Assignment 1-3,5,6: 10 points
- Assignment 4: 20 points
- Final Project: 40 points

- A 99 - 110
- B 88 - 98
- C 77 - 87
- D 66 - 76
- F Below 65

Week 1 (Aug. 26):

- Good Design Vs Pretty Art
- Pre-Pro Components

Assignment 1 (10pts, Due week 2 start of class)

Students must identify a film (animated or live-action) and write a two page paper about the design of the film. The paper must include information from sources on the design ideas/concepts/influences. Students must also include their own thoughts on the design and why they think it is successful, appealing and appropriate for the film.

Reading: Chapters 1 and 2

Week 2 (Sept. 2):

- Space
- Perspective
- Basic Composition
- Visualizing story process

Assignment 2A (10 pts (total parts A and B), Due week 3 start of class)

Select one of three scenarios and create 3 unique final images which visually describe all elements of the scenario. Students must bring all design exploration work to class and be able to show process and defend their decisions.

Reading: Chapter 3 (p.14-60) Due Week 5

Week 3 (Sept. 9):

- Perspective Pt. 2
- Contrast and Affinity
- Line Weight

Assignment 2B (10pts (total parts A and B), Due week 4 start of class)

Students revise 3 unique final images which visually describe all elements of their previously selected scenario. Students must bring all design exploration work to class and be able to show process and defend their decisions.

Reading: Chapter 3 (p.14-60) Due Week 5

Week 4 (Sept. 16):

- Story Basics
- Story and Design
- Log Lines

Assignment 3A (10pts (total parts A and B), Due week 5 start of class)

Students must deconstruct their assigned story synopsis to create 3 final images. Each of the 3 images must describe a specific moment in the sequence of events. See project description sheet.

Week 5 (Sept. 23):

- Critique and improve Assignment 3
- Group critiques and ideation

Assignment 3B (10pts (total parts A and B), Due week 6 start of class)

Students must deconstruct their assigned story synopsis to create 3 final images. Each of the 3 images must describe a specific moment in the sequence of events. See project description sheet.

Reading: Chapter 3 (p.62-86) Due Week 6

Week 6 (Sept. 30):

- Storyboard
- Thumb Boards
- Story Pitch
- Camera and Frame
- Cinematography Basics

Assignment 4A (20pts (total parts A and B), Due week 7 start of class)

Students must storyboard a short story using the basic rules of cinematography. Students must also extrapolate and fill in additional details to help better tell the story.

Week 7 (Oct. 7):

- Storyboard Pt. 2

Assignment 4B (20pts (total parts A and B), Due week 8 start of class)

Students must storyboard a short story using the basic rules of cinematography. Students must also extrapolate and fill in additional details to help better tell the story.

Reading: Chapter 4 (p.88-118) Due Week 8

Week 8 (Oct. 14):

- Layout
- Environment Design

Assignment 5 (10pts (total parts A and B), Due week 9 start of class)

Students must design backgrounds for a short story.

Reading: Chapter 7 (p.168-193) Due Week 10

Week 9 (Oct. 21):

- Character Design Fundamentals

Assignment 6 (10pts, Due week 10 start of class)

Students must create character line-up and expression sheets for a short story.

Reading: Chapter 8 (p.198-252) Due Week 12

Week 10 (Oct. 28):

- Action, Drama, and Comedy Beats

Final Project (40 points, (total parts A-D), Due at start of class week 13 (Dec. 2))

Week 11 (Nov. 4): Final Project in class

Week 12 (Nov. 11): Final Project in class

Week 13 (Nov. 18): Final Project in class

Week 14 (Dec. 2): **Final Project Due (in class presentation)**

***All descriptions and timelines are subject to change at the discretion of the instructor.**

Grading Policy

Students must demonstrate satisfactory achievement of course objectives through fulfillment of course assignments and by contributing to class discussions and critiques. Students will be working in teams and contributing peer evaluations which will count towards their teammate's grades and their own.

Course & Instructor Policies

- Cell phones and pagers must be powered off during formal class hours.
 - Do not talk when others (the instructor, guests, and fellow students) are talking.
 - Participate in critique sessions and class discussions. You can learn a great deal from critique on other students' work as well on yours.
 - All students are required to be on time and in attendance for each and every class. Students who fail to attend are responsible for learning the missed materials via classmates. Missing multiple classes will greatly impact student ability to complete assignments.
 - Adherence to deadlines is expected. It is the individual student's responsibility to keep track of the goals and deadlines and to present the work to the class and instructor on the specified dates. Late assignments may or may not be accepted based upon the discretion of the instructor and the situations involved.
 - Makeups are available only to students who have a legitimate excuse for missing an exam/project due date, such as illness, scheduled job interview out of town, athletic team event out of town, death in the immediate family, etc.
 - If you are going to miss class for any reason please notify the instructor beforehand, or as soon as possible.
-

Comet Creed

This creed was voted on by the UT Dallas student body in 2014. It is a standard that Comets choose to live by and encourage others to do the same:

“As a Comet, I pledge honesty, integrity, and service in all that I do.”

UT Dallas Syllabus Policies and Procedures

The information contained in the following link constitutes the University's policies and procedures segment of the course syllabus.

Please go to <http://go.utdallas.edu/syllabus-policies> for these policies.

The descriptions and timelines contained in this syllabus are subject to change at the discretion of the Professor.