

Course Overview: This lecture course applies the concepts in visual literacy towards understanding core concepts of narrative structure. How to create mood and message through lighting, music, framing, composition, and duration will be analyzed through film vocabulary, cinematic technique observation, and film history overviews.

Outcomes: Apply the concepts of visual literacy to film analysis and imagery creation. Describe and recreate mood through

cinematic conventions. Identify varying conventions of different film genres. Define how cultural metaphor influences film and animation creation. Identify and converse in the terminology of film. Analyze narrative structure within varying genres of film and animation.

Audience: This course is a Junior level requirement for students in the 3D Animation & Game Design Program.

Date	Lecture	Assignment Due	Description	Pts
8/27	Class Organization Introduction to Story 3 Act Structure: The Short Story: 3 Act Structure + Plot Points + Complications			
8/29	Introduction to Final Project Blocking Passes Elevator Pitches	Story Analysis	Call "dibs" on a movie (forums) Identify 3 Act Story Structure -with images -with words	100
9/3	Final Project Elevator Pitches	Final Project Elevator Pitches		100
9/5	Shot Sizes Shot Framing Shot Angles			
9/10	Mechanics of a Camera - Light - Focal Length - Shutter Speed - F-Stop - Depth of Field - ISO Scene Analysis: <u>Delicatessen</u>	Animation Shot Analysis	10 shots picked from any animated piece of your choice. Identify Shot Size Why? Identify Shot Framing Why? Identify Shot Angle Why? Please post screenshots directly to forums. Don't attach a .doc or .pdf	100
9/12	Frame Composition - Screen Direction Scene Analysis: <u>American Beauty</u>			100
9/17	Frame Composition Cont'd - Frame Composition - Shape within Frame - Rule of Thirds Scene Analysis: <u>American Beauty</u>	<u>North by Northwest</u> Watch with Purpose	10 shots picked from <u>North by Northwest</u> . Analysis parameters included on the forums	100
9/19	Pixar Identify, Duplicate, Innovate Beats Script Analysis Blocking/Layout Pass (Pre-Viz)			
9/24	Critique	Blocking Scene #1 (<u>Much Ado</u>)	Block (limited animation) scene using provided sound file. Output should be edited together and output at HD720. Unity Cinemachine. Focus is on camera choices.	100
9/26	Critique Cont'd			
10/1	Camera Movement - Static - Pan/Whip Pan - Tilt - Zoom/Crash/DollyZoom - Tracking - Trucking	<u>Fight Club</u> Shot Analysis Final Project Long Form Narrative	7 shots picked from <u>Fight Club</u> . Analysis parameters included on the forums 1 – Act I, 4 – Act II, 2 – Act III	100

	Scene Analysis: <u>You've Got Mail</u>			
10/3	Camera Movement - Arc - Boom Random/Handheld			
10/8	The Two Shot - Coverage - Shot Reverse - Choices for Emotion Breaking the 180 Rule Long Form Narrative	Final Project Long Form Narrative	On the forums, post your story as a narrative short story. Be descriptive. Tell us how the character and environment looks; what the lighting mood and tone are; and what the character's inner dialog is – what is she/he/they thinking and feeling?	100
10/10	Misé en Scene Overview			
10/15	Critique	Blocking Scene #2 (<u>The American President</u>)	Block (limited animation) scene using provided sound file. Output should be edited together and output at HD720 using Maya. Focus is on camera choices.	100
10/17	Fall Break – No Class			
10/22	Mise en Scene Set & Production Design	Final Project Assets	Provide screenshots of the characters and set pieces you plan to use for your final project.	100
10/24	Mise en Scene Light & Color			
10/29	Critique	Blocking Pass #3 (<u>Star Wars</u>)	Block (limited animation) scene using provided sound file. Output should be edited together and output at HD720. Unreal Sequencer. Focus is on camera choices.	100
10/31	Mise en Scene Costume			
11/5	Time & Editing Sound & Music	<u>The Grand Budapest Hotel</u> Shot Analysis	7 shots picked from <i>The Grand Budapest Hotel</i> . Analysis parameters included on the forums. 1 – Act I, 4 – Act II, 2 – Act III	100
11/7	Editing Principles & Methods			
11/12	Editing Time & Transitions	<u>Amelie</u> Shot Analysis	7 shots picked from <i>Amelie</i> . Analysis parameters included on the forums. 1 – Act I, 4 – Act II, 2 – Act III	100
11/14	Pitch/Final Layout Pass Workday		Optional: Meet with Salazar or Watkins to review current state of final project	
11/19	Pitch/Final Layout Pass Workday	<u>In The Mood for Love</u> Shot Analysis	7 shots picked from <i>In the Mood for Love</i> . Analysis parameters included on the forums. 1 – Act I, 4 – Act II, 2 – Act III	100
11/21		Layout Pass #1 (Half of Class)	Initial blocking pass of your story. Give consideration to color balance, refined sound, and rough scenography elements (set, props, lighting) placement.	100
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11/28	Thanksgiving Break			
12/3		Layout Pass #2	Refined pass to include effective sound, camera choices, character layout movement. This should be what you think is the finished project ready for notes.	100

12/5		Layout Pass #2	Refined pass to include effective sound, camera choices, character layout movement. This should be what you think is the finished project ready for notes.	100
12/12	Final Project due	Final Pass	Completed layout pass.	500

Grading Activities: Your final grade will be based upon attendance, quizzes, and projects. Quizzes are 20%, Projects are 80%. Your grade will be based upon the percentage of points you have earned. 100-95=A, 94-90=A-, 89-85=B+, 84-80=B, 79-75=C+, 74-70=C, 69 and Below=F.

No Redos for this course. Be prepared, complete your projects and complete them on time. Because there are always weekends for homework, there are no time extensions.

No late assignments accepted.

ANGD Course Policies

Attendance: Attendance is mandatory. After one absence, each additional absence will result in a letter drop in your final grade. If you are late 3 times, that counts as an absence. Illnesses or doctor's appointments are excused but try to avoid appointments during class time. If you miss 30% of class (for this class 4 meetings) for any reason - even if medically excused - you must withdraw; the class needs to be retaken.

Late Work: No late assignments are accepted. All assignments are due before the beginning of class on the day they are due. If you are sick or have to miss class, the assignment is still due.

There are no redos. Make every project you turn in count.

Academic Integrity: Self Plagiarism: No work previously completed in another section or course can be turned in. All use or downloaded content is prohibited in all coursework unless otherwise specified by your instructor.

Phones/Devices: When in class, no phones or devices should be out. Keep them put away unless otherwise specified by your instructor. Phone usage in class shows you are not mentally present and will be considered a tardy. Three phone uses in class equals an absence and thus a letter drop in grade.

UIW Course Policies, Guidelines and Accommodation

This course complies with all UIW academic policies and federal guidelines, including but not limited to: academic integrity, disability accommodations, pregnancy accommodations, Title IX non-discrimination, and class absences for religious observances. Current policy statements will be provided to all students through the learning management system and in information provided on the first day of class.

<https://www.uiw.edu/academics/academicpolicies.html>