USCRoski

ART 499
IDEATION OF
VISUAL WORLDS

Fall 2021
Th 6:00-8:40 PM
Units: 2

Location: Zoom
Instructor: Angie Wang
Office Hours: By appointment (in class or via email)
Contact Info: professor.angiewang@gmail.com

Course Description

In this class, we will explore the principles of ideation to create imaginary worlds in our mind's eye, as well as developing visualization and drawing techniques that will realize those imaginary worlds on paper (or on the screen) and communicate them effectively to a viewer.

In this class, we will journey to a world that does not exist and make elements of that world physical and real. Students will gain an understanding for the process of creating and refining stories, characters, scenes, and whole worlds, as well as the ability to mentally move around those scenes and physical spaces in their mind—or mentally rotate items and characters in space—using spatial visualization. We will also realize the worlds we design in the form of a final product, testing the integrity of our design work in application.

Learning Objectives

1. Synthesize research, worldbuilding, and real-world allegory to create a detailed imaginary world
2. Develop strong spatial visualization skills and ability to break down complex scenes into their elements
3. Create individualized techniques to solve the problems that come with turning a design into reality

Prerequisite(s): None
Co-Requisite(s): None
Concurrent Enrollment: None
Recommended Preparation: Any drawing, painting, graphic design, and/or creative writing classes.

Course Requirements

An internet connection and a computer capable of running Zoom.

Technological Proficiency and Hardware/Software Required

Since all homework assignments will be delivered digitally as high resolution TIFs, PSDs, MP4s, or GIFs, a computer or tablet (Wacom Intuos, iPad Pro, Surface Pro, etc) and basic knowledge of Adobe Photoshop, Procreate, Adobe Illustrator, Clip Studio, and/or equivalents will be necessary. If students choose to work on the assignments using traditional media, some familiarity with scanning at high resolutions or taking photographs will be needed.

Description and Assessment of Assignments

For the first 10 weeks, we will have homework assignments of different types. The assignments are tentatively listed in the syllabus, subject to change. The assignments are due at **10 PM Wednesday** the week after they are assigned.

Final Project:

For the final project, students will create a short-form product based on the world they've been designing in class. It could be a comic, a little video game (Stencyl, Twine, or Ren'py are highly recommended), a very short animated short or animatic, a series of paintings, or something that makes the design work done in the class "real." Students will be broken up into project type groups so that they can collaborate with fellow students on the how.

Grading

The final grade will be based on three factors: participation in class discussions and exercises, homework assignment completion, and the final project.

Grading scale:		Grading percentages:
A	Minimum 95%	15% Participation
A-	Minimum 90%	60% Homework assignments
B+	Minimum 87%	25% Final project
B	Minimum 83%	
B-	Minimum 80%	
C+	Minimum 77%	
C	Minimum 73%	
C-	Minimum 70%	
D+	Minimum 67%	
D	Minimum 60%	
F	Below 60%	

Homework assignments will be graded on completion and timeliness only. Each of the 10 homework assignments is worth 6 points. If you get it in on time, you get full credit. If you don't get it in on time or the assignment turned in is not completed to the specifications (if, for example, I ask for a colored illustration and you turn in black and white linework), you get half-credit. If you don't get it in by the *next* week, you get zero credit. I don't want you to get bogged down in last week's work—we'll need to be moving at a fast clip to keep up with the volume of work it takes to absorb the skills involved.

Homework assignments come with optional difficulty levels so that you can scale the difficulty up or down depending on your comfort level. Although this doesn't affect your grade, it may affect your enjoyment of the work or what skills you gain from it, so please adjust the difficulty level using your judgment.

Assignment Submission Policy
All homework will be delivered digitally, so if you prefer to work in traditional media, be prepared to scan your work in. Files should be flattened JPG files—or, if animated, GIF files under 2 MB or MP4 files under 7 MB.

This is also a group critique class, and each student is expected to prepare previews of their homework to discuss with other students in small group critique, and each student is also expected to contribute to discussion of each other's works.

Additional Policies
After 2 absences, I will have a stern talk (!) with you and I'll also dock your grade by 5% per unexplained absence after the initial 2. Class participation—connecting with your fellow artists, learning new techniques, practicing drawing skills, seeing your work in the context of your peers—is absolutely critical.

Even more important than coming to every class on time: turn in your work on time, **Wednesday at 10 PM**. Late assignments will be marked automatically by the system. Since homework assignments are graded on completion and timeliness only, the thing that matters is *doing* it, not whether it's good. I would strongly prefer for you to turn in something half-baked on time than something great a week late. Turning in iffy pieces is part of this process. Just try to excel on the next one!

Submission is based on server timestamp. When working on final files, try to give yourself enough time to account for technical issues and always make backups as you work.

I will be checking my inbox regularly and will try to answer promptly, but I can't guarantee checking my email outside the hours of 9am to 5pm on weekdays.

Code of Conduct

Only constructive critique will be allowed. Any insults or damaging or malevolent comments will invite consideration for immediate expulsion from the class. In addition, no racist, misogynist, homophobic, transphobic, ableist, or otherwise bigoted remarks or work will be allowed in this course. If I judge a comment or work to be harmful in this way, I will have a serious talk with you; if it happens more than once, expulsion from the class will be considered.

Be respectful of your fellow students. Refer to them with the correct names and pronouns.

I expect all assignments in this class to have been created by you, and you alone, from concept to finish.

Tracing or reusing any part of someone else's artwork without their permission and credit is plagiarism. Copying a concept or composition without giving credit to the other artist is plagiarism. Master copies, with proper credit and for practice, are not plagiarism but they are not allowed in this specific course because the point of this class is to challenge yourself to create original artwork. If you have plagiarized someone else's work, you will have to redo the assignment, write a 1000-word essay on plagiarism, and 10% will be knocked off your final grade—this is all for the first plagiarism infraction. You'll get an auto-fail in the class for the second. Nobody wants this, so please don't do it.

Please don't toe the line of "maybe it's okay if I copy *this* part, but I'll change *this* part," or "it's fanart so it's okay if I trace," or "I copied someone else's art but I didn't trace it, so it's fine." **If you turn in your piece and I have to explain to you *why* your piece was plagiarized, it will automatically count as plagiarism and will be treated as such**. If in doubt—if you're wondering about whether or not this image you're working on is too close to that beautiful illustration you saw yesterday, or if your fanart is maybe too close to the original promo art, or if you are working with collage or in homage and you are not sure if you've transformed your sources enough—**ask me before you turn in your work**, and I will be able to clarify for you what changes are needed, if any. As long as you ask me for help and make any changes I request, I won't consider it plagiarism and won't think any less of you, as we are all here to learn. But if you haven't checked with me and I find out that plagiarism has occurred, you will face the consequences listed above.

Auto-plagiarism, or "double-dipping" by turning in assignments for this class that you made for other classes, is also a form of academic dishonesty, and will incur having to redo the assignment, a 500-word essay on auto-plagiarism, and 5% knocked off your final grade for each infraction. Again, just ask me before you turn in your work and I'll give you the green light or not.

Have faith in your own concepts, your own perspective, your own voice!!!! I really don't mean to scare you all, but plagiarism is an extremely serious, career-ending black mark against you in the professional world, and there are no second chances. It will follow you for life.

One further note specific to this class, although I'm not thrilled if you trace 3d models *you create yourself*—since we're really trying to train spatial visualization skills so you can draw on the fly—you can do it if you must, but only models you've created yourself. Please do not trace 3d models made by others. There, that's my line in the sand.

For any other code of conduct issues that may arise that are not covered here, I will create a written amendment to the syllabus that I expect you to sign to be able to continue taking the class, and the rest of the class will receive notice of the amendment as well. You will be bound by the rules and consequences in the amendment for any further infractions.

Course Schedule

Please note that this schedule is tentative and may be subject to change over the course of the semester.

	Topics/Daily Activities	Homework	Deliverable/ Due Dates
Class 1 Th 8/26	Ideation: Story circle, hero's journey, kishotenketsu Technique: Simple spatial reasoning exercises, wireframes	Question sheets: world, character, story Start collecting inspiration & research	Wednesday 9/1 10 PM
Class 2 Th 9/2	Ideation: Basics of worldbuilding Technique: Basics of perspective	Two drawings (sketches acceptable) in perspective of the same room/physical space	Wednesday 9/8 10 PM
Class 3 Th 9/9	Ideation: Making use of inspiration and research; specificity Technique: Breaking down all structures to building blocks	Four drawings from different angles of 2-3 abstract shapes in combination with each other (spatial reasoning training)	Wednesday 9/15 10 PM
Class 4 Th 9/16	Ideation: Basic character design, archetypes, situating your character in the world Technique: Basic character design	Eight drawings of a single character, 360 degree turnaround	Wednesday 9/22 10 PM
Class 5 Th 9/23	Ideation: Further worldbuilding Technique: Advanced principles of perspective	Two drawings in perspective of the same physical space, with character interacting with the space	Wednesday 9/29 10 PM
Class 6 Th 9/30	Ideation: Characterization as affected by worldbuilding Technique: Faces & expressions, fabric and material workshop	Eight drawings of a single character's head, 360 degree turnaround, various expressions	Wednesday 10/6 10 PM
Class 7 Th 10/7	Final project workshop: comics, animation,	Draft timeline for final project	Wednesday 10/20 10 PM

	Twine, Ren'py, Stencyl, brainstorming		
Class 8 Th 10/21	Ideation: Further worldbuilding—political, emotional, thematic Technique: Artifacts, complex shapes in three dimensions	Cartography	Wednesday 10/27 10 PM
Class 9 Th 10/28	Ideation: Relationships, storytelling, conflict, theme, resonance with our own world Technique: Body language, lines of action, composition in storytelling, relationship charting	Climactic scene illustration	Wednesday 11/3 10 PM
Class 10 Th 11/4	Final project workshop: script and draft, thumbnails, project management guidelines	Script/draft/thumbnails of final project	Wednesday 11/10 10 PM
Class 11 Th 11/11	Final project WIP critique	Execute final project	By next class
Class 12 Th 11/18	Final project workshop	Execute final project	By next class
Class 13 Th 12/2	Final project workshop	Execute final project	By next class
Final	Final project presentation		

Statement on Academic Conduct and Support Systems

Academic Conduct
Plagiarism—presenting someone else's ideas as your own, either verbatim or recast in your own words—is a serious academic offense with serious consequences. Please familiarize yourself with the discussion of plagiarism in SCampus in Section 11, Behavior Violating University Standards: https://scampus.usc.edu/1100-behavior-violating-university-standards-and-appropriate-sanctions. Other forms of academic dishonesty are equally unacceptable. See additional information in SCampus & university policies on scientific misconduct: http://policy.usc.edu/scientific-misconduct.

Discrimination, Sexual Assault, Harassment
Discrimination, sexual assault, and harassment are not tolerated by the university. You are encouraged to report any incidents to the Office of Equity and Diversity http://equity.usc.edu or to the Department of Public Safety http://adminopsnet.usc.edu/department/department-public-safety. This is important for the safety of the whole USC community. Another member of the university community—such as a friend, classmate, advisor, or faculty member—can help initiate the report, or can initiate the report on behalf of another person. The Center for Women and Men http:// www.usc.edu/student-affairs/cwm provides 24/7 confidential support, and the sexual assault resource center webpage http://sarc.usc.edu describes reporting options and other resources.

Language Support
A number of USC's schools provide support for students who need help with scholarly writing. Check with your advisor or program staff to find out more. Students whose primary language is not English should check with the American Language Institute http://dornsife.usc.edu/ali which sponsors courses and workshops specifically for international graduate students. The Office of Disability Services & Programs http://sait.usc.edu/academicsupport/centerprograms/dsp/home_index.html provides certification for students with disabilities and helps arrange the relevant accommodations.

Emergency
If an officially declared emergency makes travel to campus infeasible, USC Emergency Information http://emergency.usc.edu will provide safety and other updates, including ways in which instruction will be continued by means of Blackboard, teleconferencing, and other technology.

Counseling and Mental Health
(213) 740-9355
http://studenthealth.usc.edu/counseling
Free and confidential mental health treatment for students, including short-term psychotherapy, group counseling, stress fitness workshops, and crisis intervention.

National Suicide Prevention Lifeline
1 (800) 273-8255
http://suicidepreventionlifeline.org
Free and confidential emotional support to people in suicidal crisis or emotional distress 24 hours a day, 7 days a week.

Relationship and Sexual Violence Prevention and Services
(213) 740-9355, press "0" after hours
http://studenthealth.usc.edu/sexual-assault
Free and confidential therapy services, workshops, and training for situations related to gender-based harm.

Office of Equity and Diversity

(213) 740-5086 | Title IX – (213) 821-8298

http://equity.usc.edu or http://titleix.usc.edu

Information about how to get help or help someone affected by harassment or discrimination, rights of protected classes, reporting options, and additional resources for students, faculty, staff, visitors, and applicants. The university prohibits discrimination or harassment based on the following protected characteristics: race, color, national origin, ancestry, religion, sex, gender, gender identity, gender expression, sexual orientation, age, physical disability, medical condition, mental disability, marital status, pregnancy, veteran status, genetic information, and any other characteristic which may be specified in applicable laws and governmental regulations. The university also prohibits sexual assault, non-consensual sexual contact, sexual misconduct, intimate partner violence, stalking, malicious dissuasion, retaliation, and violation of interim measures.

Reporting Incidents of Bias or Harassment

(213) 740-5086 or (213) 821-8298

http://usc-advocate.symplicity.com/care_report

Avenue to report incidents of bias, hate crimes, and microaggressions to the Office of Equity and Diversity |Title IX for appropriate investigation, supportive measures, and response.

The Office of Disability Services and Programs

(213) 740-0776

http://dsp.usc.edu

Support and accommodations for students with disabilities. Services include assistance in providing readers/notetakers/interpreters, special accommodations for test taking needs, assistance with architectural barriers, assistive technology, and support for individual needs.

USC Department of Public Safety

UPC: (213) 740-6000, HSC: (323) 442-120

http://dps.usc.edu

Non-emergency assistance or information.

Campus Support & Intervention

(213) 821-4710

http://campussupport.usc.edu

Assists students and families in resolving complex personal, financial, and academic issues adversely affecting their success as a student.

Diversity at USC

(213) 740-2101

http://diversity.usc.edu

Information on events, programs and training, the Provost's Diversity and Inclusion Council, Diversity Liaisons for each academic school, chronology, participation, and various resources for students.

USC Emergency

UPC: (213) 740-4321, HSC: (323) 442-1000

http://dps.usc.edu or http://emergency.usc.edu

Emergency assistance and avenue to report a crime. Latest updates regarding safety, including ways in which instruction will be continued if an officially declared emergency makes travel to campus infeasible.