

USCRoski

ART 499

**IDEATION OF
VISUAL WORLDS**

Fall 2022

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 journey to a world that does not exist and make elements of that world fully thought-through, physical, and real. We will gain an understanding for the process of creating and refining stories, characters, scenes, and environments within that world, as well as the ability to mentally move around those scenes and physical spaces in our minds—or mentally rotate items and characters in space—using spatial visualization and technical drawing skills. We will also realize the worlds we design in the form of a midterm project and final project, 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 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

Assignments are due at **10 PM Wednesday** before the next class. Homework will be graded on completion and timeliness only. If you get your work for the week 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.

Midterm Project:

For the midterm project, students will create a short-form piece of media that applies the design work done in the class in the form of a teaser. Sample midterm projects: a 2-page comic, an animatic with 10+ sketches, a short story or script with 2 illustrations, a short Twine game, etc. Students will be dividing the project into checkpoints they are accountable for on a weekly basis. The midterm project will be assessed based on timeliness, completion, and self-evaluation. The goal is to elicit questions about the character(s) and/or world, and also for the artist to be able to answer the questions, having thought out the world.

Final Project:

The final project is similar to the midterm project, but longer. Sample final projects: a 4-page comic, an animatic with 20 sketches, a short story or script with 4 illustrations, a short Twine game with art, etc. Students will be dividing the project into checkpoints they are accountable for on a weekly basis. The final project will be assessed based on timeliness, completion, and self-evaluation. Again, the goal is to elicit

questions about the character(s) and/or world, and also for the artist to be able to answer the questions, having thought out the world.

Grading

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

Grading scale:

A	Minimum 95%
A-	Minimum 90%
B+	Minimum 87%
B	Minimum 83%
B-	Minimum 80%
C+	Minimum 77%
C	Minimum 73%
C-	Minimum 70%
D+	Minimum 67%
D	Minimum 60%
F	Below 60%

Grading percentages:

15% Participation
65% Homework
10% Midterm project
10% Final project

Every week's homework is worth 5% of your grade.

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.

Please 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.

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, **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!

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.

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 8/25	Ideation: Story circle, 3-act narrative, kishotenketsu Exercise: Breaking down story Midterm project workshop: Introduction to animation (animatic/boards), comics, illustrated short stories. Conception & brainstorming, research	Collect inspiration & research Fill out worksheet for project and create initial sketches: world, character, story	Next week Wednesday 10 PM
Class 2 Th 9/1	Ideation: Environmental storytelling, design, & logic Technique: Perspective	Environment from two angles	Next week Wednesday 10 PM
Class 3 Th 9/8	Exercise: Blueprinting each other's environments & drawing conclusions in small groups Ideation: Character design & motivation Technique: Simple spatial reasoning Exercise: Breakdown of wooden anatomy model. Questions for each other about characters in small groups	Character design turnaround & history	Next week Wednesday 10 PM
Class 4 Th 9/15	Exercise: Breakdown of each other's characters in small groups Ideation: Mood	Lighting environment or scene multiple ways	Next week Wednesday 10 PM

	<p>Technique: Lighting, color, shadow</p> <p>Exercise: Color and light simple objects</p>		
<p>Class 5 Th 9/22</p>	<p>Ideation: History & lore</p> <p>Exercise: Cartography, items of power</p> <p>Midterm project workshop: Planning, roadmap, design</p>	<p>Midterm project sketches & roadmap</p>	<p>Next week Wednesday 10 PM</p>
<p>Class 6 Th 9/29</p>	<p>Technique: Faces & expressions</p> <p>Exercise: Expression sheets for characters. Reading each other's expressions</p> <p>Midterm project workshop: Critique of sketches</p>	<p>Midterm project 1/2</p>	<p>Next week Wednesday 10 PM</p>
<p>Class 7 Th 10/6</p>	<p>Ideation: Relationships, conflict</p> <p>Technique: Composition</p> <p>Exercise: Relationship progression over 2 images</p> <p>Midterm project workshop: Critique</p>	<p>Midterm project 2/2</p>	<p>In two weeks Wednesday 10 PM</p>
<p>Class 8 Th 10/20</p>	<p>Completed midterm project critique</p>	<p>Conceptualize final project. Fill out worksheet for project, initial sketches: world, character, story</p>	<p>Next week Wednesday 10 PM</p>
<p>Class 9 Th 10/27</p>	<p>Ideation: Excerpting a story, eliciting curiosity</p> <p>Exercise: The right pitch</p>	<p>Final project sketches & roadmap</p>	<p>Next week Wednesday 10 PM</p>

	Final project workshop: Planning, design, time management		
Class 10 Th 11/3	Technique: Visual language, polish, & final touches Final project workshop: Sketch critique & revisions	Final project 1/4	Next week Wednesday 10 PM
Class 11 Th 11/10	Final project workshop: Progress critique	Final project 2/4	Next week Wednesday 10 PM
Class 12 Th 11/17	Final project workshop: Progress critique	Final project 3/4	In two weeks Wednesday 10 PM
Class 13 Th 12/1	Final project workshop: Progress critique	Final project 4/4	Next week
Final	Completed final project critique		

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 Part B, Section 11, “Behavior Violating University Standards” policy.usc.edu/scampus-part-b. Other forms of academic dishonesty are equally unacceptable. See additional information in SCampus and university policies on scientific misconduct, policy.usc.edu/scientific-misconduct.

Support Systems

Counseling and Mental Health - (213) 740-9355 – 24/7 on call
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 – 24/7 on call
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 Services (RSVP) - (213) 740-9355(WELL), press “0” after hours – 24/7 on call
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 (OED) - (213) 740-5086 | Title IX – (213) 821-8298
equity.usc.edu, 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.

Reporting Incidents of Bias or Harassment - (213) 740-5086 or (213) 821-8298
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 Student Accessibility Services (formerly DSP) - (213) 740-0776
osas.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 Campus Support and Intervention - (213) 821-4710
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

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 – 24/7 on call

dps.usc.edu, 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.

USC Department of Public Safety - UPC: (213) 740-6000, HSC: (323) 442-1200 – 24/7 on call

dps.usc.edu

Non-emergency assistance or information.