

Jim Keeshen

ET 2: Storytelling

ET 61: The History of Animation

ET 72: Career Exploration

Storytelling

ET 2

Monday 6:30-9:35PM

Instructor: Jim Keeshen

Phone: (310) 434-3722

keeshen_james@smc.edu

Course Description

This introductory course covers the fundamentals of storytelling. The course follows the history of storytelling in the various cultures of the world throughout the ages.

Storytelling begins with an overview of its pictorial roots, the oldest known cave paintings in France and Spain, and goes all the way to its modern form of entertainment, the movies, internet and computer games. Through analysis and discussion, the class will examine how different cultures, including our own, use the story form to disseminate information, reinforce social values and entertain. Of particular interest will be the way western cultures have modernized their storytelling with the invention of new technologies.

Assignments

The course will consist of reading assignments each week with quizzes and discussions the following week. It is important that the student complete all assignments for that week even if the student has missed the previous class. It is your responsibility to be prepared for the next class you attend. There will also be required viewing of movies and video tapes which the student will either report in class or write a brief description. There will be a final exam.

Grades

Grades will be based on four things:

Homework Assignments (25%),

Quizzes (30%),

Midterm (20%),

and the Final (25%).

90-100 A

80-89 B

70-79 C

60-69 D

Below 60 F

Recommended Text

The Writer's Journey by Christopher Vogler

Required Texts

The Story Factor by Annette Simmons

Attendance

Class starts promptly at 6:30PM. You are expected to be in class on time. Missing two classes without previous notification can be cause for dropping the student from the course.

The History of Animation ET 61

James Keeshen

anihist@hotmail.com

Office: Academy of Entertainment and Technology
Room 128

Office Hours: TBA Please call for appointment

Phone: 310 434-3722 Fax: 310 434-3768

A Short Biography of the Professor:

* Jim Keeshen started his animation career producing animated Sesame Street shorts on counting numbers and pronouncing letters from the alphabet. He then went on as a freelance animator on TV commercials with occasional work on the Hanna Barbera TV shows; Super Seven, Captain Caveman, and Yogi Bear.

* His interest in the history of animation started with his animation teacher at UCLA, Bill Shull. Shull was an old Disney animator who would share with his class the work he had done on Dumbo and Fantasia. The real highlight of the class was when Shull would invite the students on a field trip to the Disney studio to meet some of his old coworkers, tour the different departments and talk about the history of the studio.

* While Keeshen worked in the animation business he had the good fortune to meet and befriend some of the "old timers" that were still working in the industry. These included Tex Avery, Chuck Jones, Cid Marcus, Friz Freleng, Milt Kahl, Adrian Woolery, Ken Anderson, Steve Bosustow, Rudolf Ising and Hugh Harman, Ward Kimball, Woolie Rietherman, Jack Kinney, Bob Carlson, Phil Duncan, Preston Blair and Joe Grant. * Keeshen eventually started his own animation studio continuing to produce TV commercials and specializing in animatics for advertising agencies in LA, NY, San Francisco and Chicago.

* In 1987 Keeshen was asked to teach the Storyboard class at Santa Monica College. He eventually talked the school into letting him teach an animation class as well. The first animation class along with a history segment was started in 1990 at SMC in the Graphic Design Department thanks to the chair, Don Gerds.

* In 1997 the Academy of Entertainment and Technology was started at SMC and Keeshen was asked to help set up the curriculum and advise on hardware/software purchases. He became the first full time professor and chair of the Academy. * Professor

Keeshen is currently teaching Storytelling and the online History of Animation at AET. He is also developing other online classes for Dean Winniphred Stone of the Distance Education Department. This online History of Animation class is the first of its kind and will soon feature a multimedia component in DVD which is now in production.

Course Description

* This course is designed to give the students an understanding and appreciation of the world of animation. Students will explore how animation got started, how it works, what are the different styles of animation and how has it impacted their lives.

Course Objectives/Goals

The goal of this course is to provide you with the necessary skills to* Understand the basic history of animation and its relationship to the social and economic influences of modern society

- * Recognize the different materials used in creating animation.
- * Distinguish between the different forms of 2D and 3D animation.
- * Identify the physiological and mechanical methods of creating animation.
- * Recognize the different styles used by established studios.
- * Understand how the art form developed with computers.

Required CD's

ET 61 History of Animation, Part 1 and Part 2

Recommended Texts

"Before Mickey" by Donald Crafton
"Of Mice and Magic" by Leonard Maltin

Student Materials Strongly suggested that student have:

1. 56K modems or better.
2. A speaker on the computer.
3. Buy the latest version of RealPlayer (about \$30)
4. Acrobat Reader (a free download)

General Policies

- * Please notify the teacher if you are going to miss in any week during the semester.
- * If the student misses two weeks without some prior arrangement or notification with the teacher, the student will be dropped from the class.
- * Be nice to each other in the Threaded Discussions. Netiquette prevails.
- * When writing in Threaded Discussions be brief, use good grammar and use Spell Check.

Grading Policies

Quizzes 30%

Threaded Discussions 30%

Midterm write-up 20%

Written Final 20%

90 to 100 is an "A"

80 to 89 is a "B"

70 to 79 is a "C"

60 to 69 is a "D"

Below 60 is an "F"

Course Requirements

- * Students are expected to spend a minimum of 4 hours each week online in this course. These hours include reading the lectures, researching web sites, taking quizzes, participating in Threaded Discussions and Journal assignments.
- * Off line, the student will spend time reading the assigned books and viewing current movies, TV programs and/or rented videos.
- * All unit assignments are given out on Monday of their respective week and due by Friday/Saturday at the end of that week.
- * At the beginning of each week there is a timed quiz on that week's unit assignment. Each quiz must be completed within the week. By Saturday night the quiz will be closed.
- * All work assigned will have a due date. If you miss the deadline it is better to turn in late work than nothing at all. Work that has missed the deadline will be graded down one full grade.
- * Each student is required to participate in the Threaded Discussion at least once each week. This is the virtual classroom discussion in which everyone must contribute. A good part of your grade will be based on how well the student adds to that week's topic and/or responds to another student's comment.

Career Exploration

ET72

Professor Jim Keeshen

Email: Careerexpo72@yahoo.com

Professor's webpage: <http://academy.smc.edu/keeshen/>

Office: Academy of Entertainment and Technology

Room 128

Office Hours: Call for appointment

Phone: 310 434-3722 Fax: 310 434-3768

SMC Online Course

Course Description

CAREER EXPLORATION is an overview of 3 different areas of the Entertainment Industry: Live Action, Animation and the Internet/Interactive Games with a goal of locating an entry level job. We will look at how these industries are structured, who are the major players, how business really gets done, and what specific skills and strategies are necessary to get entry-level work in these businesses.

Through work assignments, research and CD-ROM interviews, students will explore and identify the needed strategies and marketing tools for a successful job search.

Course Objectives/Goals

The goal of this course is to provide you with the necessary skills to:

1. Understand the general structure of the Entertainment Industry
 2. Recognize the differences in Live Action, Animation and the Internet/Games
 3. Determine which specific career path best suits the student's abilities
 4. Understand the steps necessary to get work in that field
 5. Identify potential employers and specific entry or mid-level jobs available at those companies
 6. Know how to research companies, jobs and projects
 7. Understand how to successfully prepare for a job or project interview
 - Assemble an outstanding portfolio and/or demo reel
 - Create a top quality resume and cover letter
 - Identify and cultivate a successful attitude
1. Describe different ways to network and why that skill is so critical in getting work in the entertainment/interactive fields

Topics

1. Overview of how media companies are structured
2. Identify different career paths within the entertainment industry
3. Researching Tools for Finding Work in A Specific Field
4. The Importance of Portfolios, Demo Reels & Spec Websites
5. Resumes and cover letters
6. Interviewing Skills
7. The Importance of Networking
8. Building an Effective Action Plan

Required Texts

How to Make it in Hollywood by Linda Buzzell

Computer Requirements

1. 56K modems or better.
2. A speaker on the computer.
3. *RealPlayer* (a free download)
4. Acrobat Reader (a free download)
5. CD-ROM Player
6. Quicktime (a free download)

General Policies

* Always sign your email.

* Please notify the teacher if you are going to miss any week during the semester.

* If the student misses two weeks without some prior arrangement or notification with the teacher, the student will be dropped from the class.

* Be nice to each other in the *Threaded Discussions*.

Netiquette prevails.

* When writing in *Threaded Discussions* be brief, use good grammar and **use Spell Check.**

Grading Policies

Quizzes 25%

Threaded Discussions 30%

Midterm 20%

Written Final 25%

90 to 100 is an "A"

80 to 89 is a "B"

70 to 79 is a "C"

| 60 to 69 is a "D"

Below 60 is an "F"

Course Requirements

* **Students are expected to spend a minimum of 6 hours each week online in this course.** These hours include reading the lectures, researching web sites, taking quizzes, participating in *Threaded Discussions* and *Journal* assignments, and viewing the *CD-ROMS*.

* Off line, the student will spend time reading the assigned books and viewing current movies, TV programs and/or rented videos.

* All Unit assignments are given out on Monday of their respective week and due by the end of that week.

* Each week each week there is a timed quiz on that week's unit assignment. Each quiz must be completed within the week. By Sunday night the quiz will be closed.

* All work assigned will have a due date. If you miss the deadline it is better to turn in late work than turning in nothing at all. Late work will be graded down one full grade.

* Each student is required to participate in the *Threaded Discussion* each week. This is the virtual classroom discussion in which everyone must contribute. A good part of your grade will be based on how well the student adds to that week's topic and/or responds to another student's comments.

[Back to the Top](#)