

COURSE OUTLINE

Art 206 Fundamentals of Animation II

I. Catalog Statement

Art 206 provides students with the opportunity to conceive and execute an animated short film, which requires the student to use representational skills in service of expressing a well-designed story idea.

Units -- 3.0

Lecture Hours -- 2.0

Total Studio Hours -- 4.0

(Faculty Studio Hours -- 2.0 + Student Studio Hours -- 2.0 = 4.0 Total Studio Hours)

Prerequisite: Art 205 or equivalent.

Recommended Preparation: Art 130

Note: This course may be taken 2 times; a maximum of 6 units may be earned.

II. Course Entry Expectations

Skill Level Ranges: Reading 5; Writing 5; Listening/Speaking 5; Math 3

Prior to enrolling in the course, the student should be able to:

1. draw a bouncing ball that drops, hits the ground, and bounces back into the air;
2. depict internally generated movement in a figure;
3. draw a figure walking;
4. depict the effects of externally generated movement on objects;
5. draw a falling leaf;
6. use the stretch and squash techniques to render objects or figures;
7. analyze the effects of timing, weight, and gravity on objects or figures;
8. create key drawings (extremes) in an animated sequence;
9. create in-between drawings in an animated sequence;
10. analyze complex movement and a composition in motion;
11. analyze animation styles.

III. Course Exit Standards

Upon successful completion of the required coursework, the student will be able to:

1. create a story for an animated short film;

2. create a storyboard for an animated short film;
3. create key frames integrating characters and background;
4. design opening and closing titles.

IV. Course Content

A. Creation of an Idea	2 hours
B. Character Development	4 hours
C. Model Sheets	4 hours
D. Story-telling Concepts	2 hours
E. Storyboard	2 hours
F. Layout	2 hours
G. Staging	2 hours
H. Exposure Sheets	4 hours
I. Key Frames	4 hours
J. In-betweens	8 hours
K. Pencil Tests	8 hours
L. Backgrounds	8 hours
M. Ink and Paint	8 hours
N. Titles	4 hours
O. Final Production	2 hours

V. Methods of Presentation

The following instructional methodologies may be used in the course:

1. classroom lectures and demonstrations;
2. instructor analysis of student work;
3. peer analysis of student work;
4. individual instruction of students in a computer lab;
5. screening of animated shorts, videos, and feature films.

VI. Assignments and Methods of Evaluation

1. Students are assigned exercises to develop both technical and aesthetic concepts and skills.
2. Students present their works-in-progress to the instructor.
3. Students present works-in-progress to the class for peer evaluation.
4. Students complete a final project.
5. Students complete a final written examination.

VII. Textbooks

White, T. The Animator's Workbook. Current edition.
New York, NY: Watson-Guption Publications, September 1988.
12th Grade Textbook Reading Level. ISBN: 0823002292

Blair, P. Cartoon Animation (How to Draw and Paint Series #26).

Laguna Hills, CA: Walter Foster Publications, December 1989.
12th Grade Textbook Reading Level. ISBN: 0929261518

Blair, P. How to Animate Film Cartoons (How to Draw and Paint series# 190).
Laguna Hills, CA: Walter Foster Publications, 1998.
12th Grade Textbook Reading Level. ISBN: 1560100699