COURSE OUTLINE

Art 205
Fundamentals of Animation I

I.   **Catalog Statement**

Art 205 provides students with instruction in the fundamental principles of traditional animation with a focus on timing. Students learn to apply drawing and observation skills to a series of animation pencil tests. Principles such as squash and stretch, overlapping action, and anticipation are discussed. Other topics include creating effective key poses and attitude drawings.

Total Lecture Units: 2.0
Total Studio Units: 1.0
Total Course Units: 3.0

Total Lecture Hours: 32.0
Total Studio Hours: 32.0
Total Faculty Contact Hours: 64.0

Prerequisite: ART 201 or equivalent.

II.   **Course Entry Expectations**

Skills Level Ranges: Reading 5; Writing 5; Listening-Speaking 5; Math 3.

Prior to enrolling in the course, the student should be able to:
1. create gesture drawings which capture attitude of a pose;
2. create gesture drawings which depict accuracy in a pose;
3. apply principles of construction drawing to the human figure and animals;
4. capture human emotion and expression through drawing;
5. apply perspective;
6. use lighting to define form and also as a design element;
7. use drapery in drawing.

III.   **Course Exit Standards**

Upon successful completion of the required coursework, the student will be able to:
1. explain the effects of gravity and weight on timing for animation;
2. describe timing for animation and the relationship between timing and spacing;
3. apply principles of animation such as squash and stretch, follow-through, and anticipation;
4. create effective attitude drawings;
5. create key drawings in an animated sequence;

6. capture strong animal poses with an economy of line.

IV. **Course Content**   **Total Faculty Contact Hours = 64**

A. The Penny Exercise   Lecture 2 hours
   1. Simple Physics   Studio 2 hours
      a. Gravity
      b. Weight
   2. Timing – key poses
   3. Spacing – in-betweens

B. The Bouncing Ball   Lecture 2 Hours
   1. Weight   Studio 2 hours
      a. Bowling balls
      b. Tennis balls
      c. Balloons
   2. Squash and Stretch
      a. Bowling balls
      b. Tennis balls
      c. Balloons
   3. Volume

C. Overlapping Action/Follow Through (the flag exercise) Lecture 4 hours
                                                          Studio 4 hours

D. Anticipation   Lecture 4 hours
                                                          Studio 4 hours

E. Arcs/S-curves   Lecture 4 hours
                                                          Studio 4 hours

F. Staging   Lecture 4 hours
                                                          Studio 4 hours

G. Secondary Action   Lecture 4 Hours
                                                          Studio 4 hours

H. Attitude Drawings   Lecture 4 hours
   1. Line of action   Studio 4 hours
   2. Pantomime
   3. Potato sacks
   4. Thumbnails
   5. Layout drawings

I. Animation Styles   Lecture 2 hours
                                                          Studio 2 hours
J. The Walk Assignment   Lecture 2 hours

1. Attitude   Studio 2 hours
2. Key poses, breakdowns, in-betweens
3. Spacing

V.   Methods of Instruction

The following methods of instruction may be used in this course:
1. classroom lectures and demonstrations;
2. pencil test exercises;
3. instructor analysis of student work;
4. peer analysis of student work;
5. frame by frame study of stylized and classical animation.

VI.   Out of Class Assignments

The following out of class assignments may be used in this course:
1. projects (making a sculpture);
2. field activity (gathering source images).

VII.   Methods of Evaluation

The following methods of evaluation may be used in this course:
1. evaluation of projects and assignments;
2. midterm and final examinations;
3. evaluation of final project.

VIII.   Textbook

Williams, Richard. *The Animator's Survival Kit*. London: Faber, 2001. Print.
12th Grade Textbook Reading Level. ISBN: 10-0571202284.

Blair, Preston. *Cartoon Animation*. Tustin, CA: W. Foster Pub., 1994. Print.
12th Grade Textbook Reading Level. ISBN: 10-1560100842.

Goldberg, Eric. *Character Animation Crash Course!* Los Angeles: Silman-James, 2008.
    Print.
12th Grade Textbook Reading Level. ISBN: 10-1879505975.

IX.   Student Learning Outcomes

Upon successful completion of the course, the student will be able to:
1. explain the effects of gravity and weight on timing for animation;
2. describe timing for animation and the relationship between timing and spacing;
3. apply principles of animation such as squash and stretch, follow-through, and
   anticipation.