

COURSE OUTLINE

**Art 201
Drawing for Animation**

I. Catalog Statement

Art 201 introduces students to drawing for animation. Learning to draw from the imagination is a primary goal of this course. Students learn to analyze and construct the human figure and animals as well as to create environments for animated characters. Topics discussed include gesture and attitude drawing, structure, weight, anatomy, and perspective. Drapery and lighting are also be discussed.

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 152 or equivalent.

Recommended Preparation: ART 130.

II. Course Entry Expectations

Skills Level Ranges: Reading 5; Writing 5; Listening-Speaking 5; Math 2.

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

1. draw the figure in various time limitations, ranging from one minute drawings to an hour or more drawings;
2. draw the figure with pure line as well as tonal drawings which involve chiaroscuro;
3. analyze and articulate the movements of forms in space so as to convincingly express the relationship of the figure to its particular space;
4. synthesize anatomical texture studies with expressive classroom life studies of the figure;
5. evaluate the aesthetic qualities of his or her work, the work of classmates, and the work of recognized great artists in history through discussion, critiques, and museum visits;

6. use the figure as a vehicle to express emotional attitudes by use of the abstract elements of line, tone, texture, dark, and light;
7. evaluate the continuing importance of the human figure as a subject for artistic expression.

III. Course Exit Standards

Upon successful completion of the required course work, the student will 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.

IV. Course Content

Total Faculty Contact Hours = 64

A. Gesture Drawing – Laying in the Foundation	Lecture 5 hours Studio 5 hours
1. Overall movement of the pose	
a. Attitude	
b. Line of action	
c. Rhythm	
2. Balance	
a. Weight	
b. Center of gravity	
3. Accuracy	
a. Proportion	
b. Perspective	
B. The Human Figure	Lecture 5 hours Studio 5 hours
1. Basic human proportions	
2. Simple shapes and forms	
a. Circles/spheres	
b. Squares/cubes	
c. Cylinders and cones	
3. Combining forms	
a. Weight shifts	
b. Squash and stretch	
c. Foreshortening	
C. Principles of Human Construction to Animals	Lecture 3 hours Studio 3 hours
1. Quadrupeds	
2. Bipedes	
D. Human and Animal Anatomy	Lecture 3 hours

1. Similarities and differences in human and animal anatomy	Studio 3 hours
2. Skeletal foundation/Landmark points	
3. Muscle groups	
E. Drawing Environments	Lecture 3 hours
1. Perspective drawing	Studio 3 hours
a. One point	
b. Two point	
c. Three point	
2. Drawing an architectural environment with objects	
a. Low vanishing point	
b. High vanishing point	
c. Various angles	
3. Drawing an organic environment	
a. Low vanishing point	
b. High vanishing point	
c. Various angles	
F. Lighting	Lecture 5 hours
1. Using tone to define form	Studio 5 hours
a. Direct lighting	
b. Indirect lighting	
2. Using tone as a design element	
G. Expression	Lecture 5 hours
1. Pose	Studio 5 hours
2. Facial expressions	
3. Hands	
H. Drapery	Lecture 3 hours
	Studio 3 hours

V. **Methods of Instruction**

The following methods of instruction 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 lab;
5. study of Renaissance artwork;
6. study of animation artwork.

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

Vilppu, Glenn V. *The Vilppu Drawing Manual*. Acton, CA: Vilppu Studio, 1997. Print.
12th Grade Textbook Reading Level. ISBN: 10-189205311.

IX. Student Learning Outcomes

Upon successful completion of the course, the student will 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.