

## COURSE OUTLINE

### **Art 201 Drawing for Animation**

#### **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 and animal figure 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 discussed.

Total Lecture Units: 2.5

Total Laboratory Units: 0.5

**Total Course Units: 3.0**

Total Lecture Hours: 40.0

Total Laboratory Hours: 24.0

Total Laboratory Hours To Be Arranged: 0.0

**Total Faculty Contact Hours: 64.0**

Prerequisite: ART 152 or equivalent.

Recommended Preparation: ART 130.

#### **Course Entry Expectations**

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

- draw the figure in various time limitations, ranging from one minute drawings to an hour or more drawings;
- draw the figure with pure line as well as tonal drawings which involve chiaroscuro;
- analyze and articulate the movements of forms in space so as to convincingly express the relationship of the figure to its particular space;
- synthesize anatomical texture studies with expressive classroom life studies of the figure;
- 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;
- use the figure as a vehicle to express emotional attitudes by use of the abstract elements of line, tone, texture, dark, and light;
- evaluate the continuing importance of the human figure as a subject for artistic expression.

## **Course Exit Standards**

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

- create gesture drawings which capture attitude of a pose;
- create gesture drawings which depict accuracy in a pose;
- apply principles of construction drawing to the human and animal figure;
- capture human emotion and expression through drawing;
- apply perspective;
- use lighting to define form and also as a design element;
- use drapery in drawing.

## **Course Content**

**Total Faculty Contact Hours = 64.0**

**Gesture Drawing – Laying in the Foundation (5 lecture hours, 4 lab hours)**

Overall movement of the pose

Attitude

Line of action

Rhythm

Balance

Weight

Center of gravity

Accuracy

Proportion

Perspective

**The Human Figure (8 lecture hours, 2 lab hours)**

Basic human proportions

Simple shapes and forms

Circles/spheres

Squares/cubes

Cylinders and cones

Combining forms

Weight shifts

Squash and stretch

Foreshortening

**Principles of Human Construction to Animals (3 lecture hours, 3 lab hours)**

Quadrupeds

Bipeds

**Human and Animal Anatomy (3 lecture hours, 3 lab hours)**

Similarities and differences in human and animal anatomy

Skeletal foundation/Landmark points

Muscle groups

**Drawing Environments (6 lecture hours, 2 lab hours)**

Perspective drawing

One point

Two point

Three point

Drawing an architectural environment with objects

Low vanishing point  
High vanishing point  
Various angles  
Drawing an organic environment  
Low vanishing point  
High vanishing point  
Various angles  
**Lighting (5 lecture hours, 5 lab hours)**  
Using tone to define form  
Direct lighting  
Indirect lighting  
Using tone as a design element  
**Expression (7 lecture hours, 3 lab hours)**  
Pose  
Facial expressions  
Hands  
**Drapery (3 lecture hours, 2 lab hours)**

### **Methods of Instruction**

The following methods of instruction may be used in the course:

- classroom lectures and demonstrations;
- instructor analysis of student work;
- peer analysis of student work;
- individual instruction of students in lab;
- study of Renaissance artwork;
- study of animation artwork.

### **Out of Class Assignments**

The following out of class assignments may be used in this course:

- projects (making a sculpture);
- field activity (gathering source images).

### **Methods of Evaluation**

The following methods of evaluation may be used in this course:

- evaluation of projects and assignments;
- midterm and final examinations;
- evaluation of final project.

### **Textbook**

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

*\*\* While this textbook was published some years ago, it remains as one of the most valid instructional materials in the field of animation. This text is commonly used in equivalent courses at our students' local transfer institutions.*

### **Student Learning Outcomes**

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

- create gesture drawings which capture attitude of a pose;
- create gesture drawings which depict accuracy in a pose;
- apply principles of construction drawing to the human figure and animals.