Degree Applicable | Glendale Community College
Course ID 001080 | May 2017

COURSE OUTLINE

Art 205
Fundamentals of Animation 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: 2.5
Total Laboratory Units: 0.5
Total Course Units: 3.0

Total Lecture Hours: 40.0
Total Laboratory Hours: 24.0
Total Faculty Contact Hours: 64.0

Prerequisite: ART 201 or equivalent.

Course Entry Expectations

Prior to enrolling in the course, the student should 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;
- 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 Exit Standards

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

- explain the effects of gravity and weight on timing for animation;
- describe timing for animation and the relationship between timing and spacing;
- apply principles of animation such as squash and stretch, follow-through, and anticipation;
- create effective attitude drawings;
- create key drawings in an animated sequence;
- capture strong animal poses with an economy of line.

Course Content **Total Faculty Contact Hours = 64.0**

The Penny Exercise **(5 lecture hours, 2 lab hours)**
- Simple Physics
  - Gravity
  - Weight
- Timing – key poses
- Spacing – in-betweens

The Bouncing Ball **(5 lecture hours, 2 lab hours)**
- Weight
  - Bowling balls
  - Tennis balls
  - Balloons
- Squash and Stretch
  - Bowling balls
  - Tennis balls
  - Balloons
- Volume

Overlapping Action/Follow Through (the flag exercise) **(4 lecture hours, 2 lab hours)**
Anticipation **(4 lecture hours, 4 lab hours)**
Arcs/S-curves **(4 lecture hours, 4 lab hours)**
Staging **(4 lecture hours, 2 lab hours)**
Secondary Action **(4 lecture hours, 2 lab hours)**
Attitude Drawings **(2 lecture hours, 2 lab hours)**
- Line of action
- Pantomime
- Potato sacks
- Thumbnails
- Layout drawings

Animation Styles **(4 lecture hours, 2 lab hours)**
The Walk Assignment **(4 lecture hours, 2 lab hours)**
- Attitude
- Key poses, breakdowns, in-betweens
- Spacing

Methods of Instruction

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

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

Williams, Richard. *The Animator's Survival Kit*. London: Faber, 2012. 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.

*** While these textbooks were not recently published, they remain the most valid instructional materials in the field of animation. These texts are 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:

- explain the effects of gravity and weight on timing for animation;
- describe timing for animation and the relationship between timing and spacing;
- apply principles of animation such as squash and stretch, follow-through, and anticipation.