COURSE OUTLINE

Art 210
Introduction to Animation Storyboard

Catalog Statement

ART 210 prepares students to analyze scripts and to represent stories visually for animation. Students explore how elements of cinematic storytelling such as composition, staging and editing are used to support and enhance story. Acting for animation and producing industry-standard storyboards are 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 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 course work, the student will be able to:
- analyze scripts for structure, intensity and emotional content;
- use elements of cinematic storytelling such as composition staging and editing to create industry standard storyboards;
- create storyboards in a style consistent and appropriate to the story;
- use body language and facial expression to express character emotion;
- employ model sheets and field guides to create industry standard storyboards.

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

Script Analysis **(10 lecture hours)**
      Structure
      Analysis of emotional content of:
            Overall script
            Particular scenes
            Visual Intensity Charts
Visual Communication **(10 lecture hours)**
      Contrast and affinity
      Directing the eye
            Staging and composition
                  Shape/silhouette
                  Line
                  Space – deep, flat
                  Shot types
                  Locking
                  180-degree rule
                  Continuity
            Editing
                  Cutting/scene length
                  Jump cuts
                  Other transitions (dissolves, wipes, etc.)
            Movement
                  Within a scene
                  Scene to scene
                  Camera moves (pans, trucks, etc.)
Acting **(10 lecture hours)**
      Body language/pose
      Facial expression
Industry Technique **(10 lecture hours)**
      Model sheets
      Field guides/aspect ratio
      Notations
Projects Emphasizing Technical and Aesthetic Development **(24 lab hours)**

Methods of Instruction

The following methods of instruction may be used in this course:
- lectures and demonstrations;
- instructor critique of student work;
- peer critique of student work;
- individual instruction of students in a computer lab.

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

Katz, Steven D. *Film Directing Shot by Shot: Visualizing from Concept to Screen*. Studio City, CA: Michael Wiese Productions in Conjunction with Focal, 1991. Print.
12th Grade Textbook Reading Level. ISBN: 10-0941188108.

Mascelli, Joseph V. *The Five C's of Cinematography: Motion Picture Filming Techniques*. Los Angeles: Silman-James, 1998. Print.
12th Grade Textbook Reading Level. ISBN: 10-187950541X.

Block, Bruce. *The Visual Story: Creating the Visual Structure of Film, TV and Digital Media*. Boston: Focal, 2008. Print.
12th Grade Textbook Reading Level. ISBN: 10-0240804678.

** 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:
- analyze scripts for structure, intensity, and emotional content;
- use elements of cinematic storytelling such as composition staging and editing to create industry standard storyboards;
- create storyboards in a style consistent and appropriate to the story.