GLENDALE COMMUNITY COLLEGE

COURSE DISCIPLINE :   ART

COURSE NUMBER :   201

COURSE TITLE (FULL) :   Drawing for Animation

COURSE TITLE (SHORT) :   Drawing for Animation

CATALOG DESCRIPTION

ART 201 introduces students to drawing technique for animation. Developing a foundational ability to draw from the imagination is the primary goal of this course. Students analyze and learn to create human/animal figures and environments for characters. Laboratory exercises focus on gesture, attitude, structure, weight, anatomy, and perspective, drapery, and lighting.

Total Lecture Units: 2.00

Total Studio Units: 1.00

Total Course Units: 3.00

Total Lecture Hours: 36.00

Total Studio Hours: 36.00

Total Laboratory Hours To Be Arranged: 0.00

Total Contact Hours: 72.00

Total Out-of-Class Hours: 90.00

Prerequisite: ART 152 or equivalent. Recommended Preparation: ART 130.

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ENTRY STANDARDS

	Subject	Number	Title	Description	Include
1	ART	152	Figure Drawing	Produce observational drawings from the live figure model in a wide range of drawing media;	Yes
2	ART	152	Figure Drawing	Apply elementary strategies of proportion, including sighting, measurement, and foreshortening;	Yes
3	ART	152	Figure Drawing	Apply elementary strategies of movement, including gesture drawing and contour drawing;	Yes
4	ART	152	Figure Drawing	Apply elementary strategies of using value to describe the human figure;	Yes
5	ART	152	Figure Drawing	Produce a sense of volume and space in drawing, via structural and planar analysis of the figure;	Yes
6	ART	152	Figure Drawing	Develop expressive content through manipulation of line, form, value, composition posture, and anatomical proportions;	Yes
7	ART	152	Figure Drawing	Evaluate and critique class projects using relevant terminology in oral or written formats;	Yes
8	ART	152	Figure Drawing	Examine and describe the major historical, contemporary, and critical trends in figure drawing.	Yes
9	ART	130	2-D Foundations	Demonstrate a working knowledge of the basic elements of a two-dimensional art, including line, shape, texture, value, color and spatial illusion;	No
10	ART	130	2-D Foundations	apply the organizing principles of composition including balance, proportion, repetition, contrast, harmony, unity, point of emphasis, and visual movement;	No
11	ART	130	2-D Foundations	produce original studio projects that successfully incorporate the basic elements and organizing principles of two-dimensional art;	No
12	ART	130	2-D Foundations	make individual aesthetic decisions related to their own artwork, and give constructive feedback to peers via group critique;	No
13	ART	130	2-D Foundations	use a variety of artistic materials, techniques and tools; including graphite, pen and ink, acrylic, watercolor, and collage;	No
14	ART	130	2-D Foundations	write a critical evaluation of two-dimensional art using the basic vocabulary of two-dimensional design;	No
15	ART	130	2-D Foundations	analyze and compare historical and contemporary examples of two- dimensional art, within a global context.	No

EXIT STANDARDS

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.

STUDENT LEARNING OUTCOMES

1   Create a 2-dimensional line drawing of an animation background from the imagination
2   Create a 2-dimensional line drawing of a character from the imagination

COURSE CONTENT WITH INSTRUCTIONAL HOURS

	Description	Lecture	Studio	Total Hours
1	Gesture Drawing – Laying in the Foundation • Overall movement of the pose • Attitude • Line of action • Rhythm • Balance • Weight • Center of gravity • Accuracy • Proportion • Perspective	5.5	5.5	11
2	The Human Figure • Basic human proportions • Simple shapes and forms • Circles/spheres • Squares/cubes • Cylinders and cones • Combining forms • Weight shifts • Squash and stretch • Foreshortening	5.5	5.5	11
3	Principles of Human Construction to Animals • Quadrupeds • Bipeds	3.5	3.5	7

4	Human and Animal Anatomy • Similarities and differences in human and animal anatomy • Skeletal foundation/Landmark points • Muscle groups	3.5	3.5	7
5	Drawing Environments • 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	3.5	3.5	7
6	Lighting • Using tone to define form • Direct lighting • Indirect lighting • Using tone as a design element	5.5	5.5	11
7	Expression • Pose • Facial expressions • Hands	5.5	5.5	11
8	Drapery	3.5	3.5	7
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OUT OF CLASS ASSIGNMENTS

1   projects (e.g. making a sculpture);
2   field activity (e.g. gathering source images)

METHODS OF EVALUATION

1   projects and assignments;
2   midterm and final examinations;
3   final project.

METHODS OF INSTRUCTION

☑ Lecture
☑ Laboratory

☐ Studio

☐ Discussion

☐ Multimedia

☐ Tutorial

☐ Independent Study

☐ Collaboratory Learning

☑ Demonstration

☐ Field Activities (Trips)

☐ Guest Speakers

☐ Presentations

TEXTBOOKS

Title	Type	Publisher	Edition	Medium	Author	IBSN	Date
The Vilppu Drawing Manual	Required	Vilppu Studio Press		print	Vilppu, Glenn V.	9781892053039	1997