



COURSE OUTLINE : ART 205
D Credit – Degree Applicable
COURSE ID 001080
Cyclical Review: September 2020

COURSE DISCIPLINE : ART
COURSE NUMBER : 205
COURSE TITLE (FULL) : Fundamentals of Animation I
COURSE TITLE (SHORT) : Fundamentals of Animation I

CATALOG DESCRIPTION

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: 2.00

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 201 or equivalent.



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ENTRY STANDARDS

	Subject	Number	Title	Description	Include
1	ART	201	Drawing For Animation	create gesture drawings which capture attitude of a pose;	Yes
2	ART	201	Drawing For Animation	create gesture drawings which depict accuracy in a pose;	Yes
3	ART	201	Drawing For Animation	apply principles of construction drawing to the human figure and animals;	Yes
4	ART	201	Drawing For Animation	capture human emotion and expression through drawing;	Yes
5	ART	201	Drawing For Animation	apply perspective;	Yes
6	ART	201	Drawing For Animation	use lighting to define form and also as a design element;	Yes
7	ART	201	Drawing For Animation	use drapery in drawing.	Yes

EXIT STANDARDS

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

STUDENT LEARNING OUTCOMES

- 1 Create a basic hand-drawn character or scene animation
- 2 Create a timing scheme for a basic hand-drawn character or scene animation

COURSE CONTENT WITH INSTRUCTIONAL HOURS

	Description	Lecture	Lab	Total Hours
1	The Penny Exercise • Simple Physics • Gravity • Weight • Timing-key poses • Spacing-in-betweens	2.5	2.5	5



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2	The Bouncing Ball • Weight • Bowling balls • Tennis balls • Balloons • Squash and Stretch • Bowling balls • Tennis balls • Balloons • Volume	2.5	2.5	5
3	Overlapping Action/Follow Through (the flag exercise)	4.5	4.5	9
4	Anticipation	4.5	4.5	9
5	Arcs/S-curves	4.5	4.5	9
6	Staging	4.5	4.5	9
7	Secondary Action	4.5	4.5	9
8	Attitude Drawings • Line of action • Pantomime • Potato sacks • Thumbnails • Layout drawings	4.5	4.5	9
9	Animation Styles	2	2	4
10	The Walk Assignment • Attitude • Key poses, breakdowns, in-betweens • Spacing	2	2	4
				72

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.



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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	ISBN	Date
The Animator's Survival Kit	Required	Faber and Faber		print	Williams, Richard	0571202284	2012
Cartoon Animation	Supplemental	Walter Foster			Blair, Preston	1560100842	2007
Character Animation Crash Course!	Supplemental	Silman-James Press			Goldberg, Eric	1879505975	2015