

ART201 : Drawing For Animation

General Information

Author:	<ul style="list-style-type: none">Roger Dickes
Course Code (CB01) :	ART201
Course Title (CB02) :	Drawing For Animation
Department:	ART
Proposal Start:	Spring 2025
TOP Code (CB03) :	(0614.40) Animation
CIP Code:	(10.0304) Animation, Interactive Technology, Video Graphics, and Special Effects.
SAM Code (CB09) :	Clearly Occupational
Distance Education Approved:	No
Will this course be taught asynchronously?:	No
Course Control Number (CB00) :	CCC000150329
Curriculum Committee Approval Date:	02/28/2024
Board of Trustees Approval Date:	04/16/2024
Last Cyclical Review Date:	02/28/2024
Course Description and Course Note:	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. Industry standard software (ToonBoom, Photoshop) will be used in the course.
Justification:	Mandatory Revision
Academic Career:	<ul style="list-style-type: none">Credit

Academic Senate Discipline

Primary Discipline:	<ul style="list-style-type: none">Art
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Course Development

Basic Skill Status (CB08)

Course is not a basic skills course.

Allow Students to Gain Credit by Exam/Challenge

Course Special Class Status (CB13)

Course is not a special class.

Pre-Collegiate Level (CB21)

Not applicable.

Grading Basis

- Grade with Pass / No-Pass Option

Course Support Course Status (CB26)

Course is not a support course

Transferability & Gen. Ed. Options

General Education Status (CB25)

Not Applicable

Transferability

Transferable to both UC and CSU

Transferability Status

Approved

Units and Hours

Summary

Minimum Credit Units (CB07)	3
Maximum Credit Units (CB06)	3
Total Course In-Class (Contact) Hours	72
Total Course Out-of-Class Hours	90
Total Student Learning Hours	162

Credit / Non-Credit Options

Course Type (CB04)

Credit - Degree Applicable

Noncredit Course Category (CB22)

Credit Course.

Noncredit Special Characteristics

No Value

Course Classification Code (CB11)

Credit Course.

Variable Credit Course

Funding Agency Category (CB23)

Not Applicable.

Cooperative Work Experience

Education Status (CB10)

Weekly Student Hours

	In Class	Out of Class
Lecture Hours	2	4
Laboratory Hours	0	0
Studio Hours	2	1

Course Student Hours

Course Duration (Weeks)	18
Hours per unit divisor	0
Course In-Class (Contact) Hours	
Lecture	36
Laboratory	0
Studio	36
Total	72
Course Out-of-Class Hours	
Lecture	72
Laboratory	0
Studio	18
Total	90

Time Commitment Notes for Students

No value

Units and Hours - Weekly Specialty Hours

Activity Name	Type	In Class	Out of Class
No Value	No Value	No Value	No Value

Pre-requisites, Co-requisites, Anti-requisites and Advisories

Prerequisite: None.

Entry Standards

Entry Standards

Course Limitations

Cross Listed or Equivalent Course

Specifications

Methods of Instruction

Methods of Instruction Lecture

Methods of Instruction Laboratory

Methods of Instruction Demonstrations

Out of Class Assignments

- Projects (e.g. making a sculpture)
- Field activity (e.g. gathering source images)

Methods of Evaluation**Rationale**

Project/Portfolio

Projects (e.g. making a caricature)

Exam/Quiz/Test

Midterm Exam

Exam/Quiz/Test

Final Exam

Project/Portfolio

Final Project

Project/Portfolio

Assignments (e.g. Interpreting a script into storyboard, rough out a sequence of poses and scenes using Storyboard pro)

Textbook Rationale

A newer textbook has been added, because it is more recent and covers additional topics relevant to the class content. These are classic texts that remain relevant despite their publication date.

Textbooks**Author****Title****Publisher****Date****ISBN**

Vilppu, Glenn V.

The Vilppu Drawing Manual

Vilppu Studio
Press

1997

9781892053039

Richard Williams

The Animator's Survival Kit

Farrar, Strauss,
Giroux

September, 2012

978-0865478978

Other Instructional Materials (i.e. OER, handouts)

No Value

Materials Fee

No value

Learning Outcomes and Objectives

Course Objectives

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.

SLOs

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

Expected Outcome Performance: 70.0

ILOs Analyze and solve problems using critical, logical, and creative thinking; ask questions, pursue a line of inquiry, and derive conclusions; cultivate creativity that leads to innovative ideas.
Core ILOs

Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.

Create a 2-dimensional line drawing of a character from the imagination.

Expected Outcome Performance: 70.0

ILOs Analyze and solve problems using critical, logical, and creative thinking; ask questions, pursue a line of inquiry, and derive conclusions; cultivate creativity that leads to innovative ideas.
Core ILOs

Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.

Additional SLO Information

Does this proposal include revisions that might improve student attainment of course learning outcomes?

No

Is this proposal submitted in response to learning outcomes assessment data?

No

If yes was selected in either of the above questions for learning outcomes, explain and attach evidence of discussions about learning outcomes.

No Value

SLO Evidence

No Value

Course Content

Lecture Content

Gesture Drawing (6 hours)

- Laying in the Foundation
- Overall movement of the pose
- Attitude
- Line of action
- Rhythm
- Balance
- Weight
- Center of gravity
- Accuracy
- Proportion
- Perspective

The Human Figure (5 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 (4 hours)

- Quadrupeds
- Bipeds

Human and Animal Anatomy (3 hours)

- Similarities and differences in human and animal anatomy
- Skeletal foundation/Landmark points
- Muscle groups

Drawing Environments (4 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 hours)

- Using tone to define form
- Direct lighting
- Indirect lighting
- Using tone as a design element

Expression (6 hours)

- Pose
- Facial expressions
- Hands

Drapery (3 hours)

Total hours: 36

Laboratory/Studio Content**Gesture Drawing (6 hours)**

- Laying in the Foundation
- Overall movement of the pose
- Attitude
- Line of action
- Rhythm
- Balance
- Weight
- Center of gravity
- Accuracy
- Proportion
- Perspective

The Human Figure (5 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 (4 hours)

- Quadrupeds
- Bipeds

Human and Animal Anatomy (3 hours)

- Similarities and differences in human and animal anatomy
- Skeletal foundation/Landmark points
- Muscle groups

Drawing Environments (4 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 (5.5 hours)

- Using tone to define form
- Direct lighting
- Indirect lighting
- Using tone as a design element

Expression (6 hours)

- Pose
- Facial expressions
- Hands

Drapery (3 hours)

Total hours: 36

Additional Information

Is this course proposed for GCC Major or General Education Graduation requirement? If yes, indicate which requirement in the two areas provided below.

No

GCC Major Requirements

No Value

GCC General Education Graduation Requirements

No Value

Repeatability

Not Repeatable

Justification (if repeatable was chosen above)

No Value

Resources

Did you contact your departmental library liaison?

No

If yes, who is your departmental library liaison?

No Value

Did you contact the DEIA liaison?

No

Were there any DEIA changes made to this outline?

No Value

If yes, in what areas were these changes made:

No Value

Will any additional resources be needed for this course? (Click all that apply)

No Value

If additional resources are needed, add a brief description and cost in the box provided.

No Value