

## ART205 : Fundamentals Of 2-D Keyframe Animation

### General Information

Author:	<ul style="list-style-type: none"><li>Roger Dickes</li></ul>
Course Code (CB01) :	ART205
Course Title (CB02) :	Fundamentals Of 2-D Keyframe 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) :	CCC000340874
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 205 teaches students 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. This class also discusses concepts such as squash and stretch, overlapping action, anticipation, as well as creating effective key poses and attitude drawings. Industry standard software (ToonBoom, Photoshop) will be used in the course.
Justification:	Mandatory Revision
Academic Career:	<ul style="list-style-type: none"><li>Credit</li></ul>
Author:	<ul style="list-style-type: none"><li>Roger Dickes</li></ul>

### Academic Senate Discipline

Primary Discipline:	<ul style="list-style-type: none"><li>Art</li></ul>
Alternate Discipline:	No value
Alternate Discipline:	No value

### Course Development

<b>Basic Skill Status (CB08)</b> Course is not a basic skills course. <input type="checkbox"/> Allow Students to Gain Credit by Exam/Challenge	<b>Course Special Class Status (CB13)</b> Course is not a special class. <b>Pre-Collegiate Level (CB21)</b> Not applicable.	<b>Grading Basis</b> <ul style="list-style-type: none"><li>Grade with Pass / No-Pass Option</li></ul> <b>Course Support Course Status (CB26)</b> Course is not a support course
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## Transferability & Gen. Ed. Options

### General Education Status (CB25)

Not Applicable

### Transferability

Transferable to both UC and CSU

### Transferability Status

Approved

## Units and Hours

### Summary

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

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

## Time Commitment Notes for Students

No value

## Units and Hours - Weekly Specialty Hours

Activity Name	Type	In Class	Out of Class
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No Value	No Value	No Value	No Value
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## 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
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Methods of Instruction	Laboratory
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Methods of Instruction	Demonstrations
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Out of Class Assignments

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

**Methods of Evaluation****Rationale**

Project/Portfolio

Projects and assignments

Exam/Quiz/Test

Midterm Exam

Exam/Quiz/Test

Final Exam

Project/Portfolio

Final Project

**Textbook Rationale**

Williams and Goldberg are classic texts

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

Williams, Richard

The Animator's Survival Kit

Faber and Faber

2012

978-0865478978

Blair, Preston

Cartoon Animation

Walter Foster

2020

978-1633228900

Goldberg, Eric

Character Animation Crash  
Course!Silman-James  
Press

2008

978-1879505971

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

No Value

**Materials Fee**

No value

**Learning Outcomes and Objectives****Course Objectives**

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.

## SLOs

### Create a basic hand-drawn character or scene animation.

Expected Outcome Performance: 70.0

<i>ILOs</i> Core 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.
	Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.
<i>ART</i> Visual Arts: Animation - A.A. Degree Major	College-age students and avocational learners gain skills allowing for transfer to 4-year colleges or entry into the workplace.
	Industry-workers retrain themselves to diversify their work options within animation, gaming, or visual effects
<i>ART</i> Art - Certificate	Define and use core concepts in 2D and 3D art
	Demonstrate skill in a broad range of media, materials and processes
<i>ART</i> Art - A.S. Degree Major	Define and use core concepts in 2D and 3D art
	Demonstrate skill in a broad range of media, materials and processes
<i>ART</i> Studio Arts	Demonstrate intermediate mastery in a range of 2D/3D visual media
	Employ basic concepts in 2D design and drawing, or 3D design and drawing-for-sculpture; create portfolio ready, original artworks
<i>ART</i> Animation - A.S. Degree Major (NAS)	Gain skills allowing for transfer to 4-year colleges or entry into the workplace.
	Retrain themselves to diversify their work options within animation, gaming, or visual effects

### Create a timing scheme for a basic hand-drawn character or scene animation.

Expected Outcome Performance: 70.0

<i>ILOs</i> Core 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.
	Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.
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## 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

#### **The Penny Exercise (2.5 hours)**

- Simple Physics
- Gravity
- Weight
- Timing-key poses
- Spacing-in-betweenes

#### **The Bouncing Ball (2.5 hours)**

- Weight
- Bowling balls
- Tennis balls
- Balloons
- Squash and Stretch
- Bowling balls
- Tennis balls
- Balloons
- Volume

#### **Overlapping Action/Follow Through (the flag exercise) (4.5 hours)**

#### **Anticipation (4.5 hours)**

#### **Arcs / S-curves (4.5 hours)**

#### **Staging (4.5 hours)**

#### **Secondary Action (4.5 hours)**

#### **Attitude Drawings (4.5 hours)**

- Line of action
- Pantomime
- Potato sacks
- Thumbnails
- Layout drawings

#### **Animation Styles (2 hours)**

#### **The Walk Assignment (2 hours)**

- Attitude
- Key poses
- breakdowns, in-betweenes
- Spacing

**Total hours: 36**

## Laboratory/Studio Content

### The Penny Exercise (2.5 hours)

- Simple Physics
- Gravity
- Weight
- Timing-key poses
- Spacing-in-betweens

### The Bouncing Ball (2.5 hours)

- Weight
- Bowling balls
- Tennis balls
- Balloons
- Squash and Stretch
- Bowling balls
- Tennis balls
- Balloons
- Volume

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**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

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

No Value