

ART210 : Introduction To Animation Storyboard

General Information

Author:	<ul style="list-style-type: none">Roger Dickes
Course Code (CB01) :	ART210
Course Title (CB02) :	Introduction To Animation Storyboard
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) :	CCC000198562
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 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. We will discuss acting for animation and producing industry-standard storyboard using industry standard software (ToonBoom, Photoshop).
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
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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 animation assignments
Exam/Quiz/Test	Midterm Exam
Project/Portfolio	Final Project
Exam/Quiz/Test	Final Exam

Textbook Rationale

Mascelli is a classic text

Textbooks

Author	Title	Publisher	Date	ISBN
Katz, Steven D.	Film Directing Shot by Shot: Visualizing from Concept to Screen.	Michael Wiese Productions	2019	978-1615932979
Block, Bruce	The Visual Story: Creating the Visual Structure of Film, TV and Digital Media.	Routledge	2020	978-1138014152
Mascelli, Joseph V	The Five C's of Cinematography: Motion Picture Filming Techniques.	Silman-James Press	2005	978-1879505414

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

No Value

Materials Fee

No value

Learning Outcomes and Objectives

Course Objectives

Analyze scripts for structure, intensity and emotional content.

Incorporate elements of cinematic storytelling such as composition, staging, and editing.

Create storyboards in a style consistent and appropriate to the story.

Depict character emotion using body language and facial expression.

SLOs**Create a storyboard communicating the action of a basic animated scene.**

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

Operate storyboard design software tools.

Expected Outcome Performance: 70.0

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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

Script Analysis (9 hours)

- Structure
- Analysis of emotional content of
- Overall script
- Particular scenes
- Visual Intensity Charts

Visual Communication (9 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 (9 hours)

- Body language/pose
- Facial expression

Industry Technique (9 hours)

- Model sheets
- Field guides/aspect ratio
- Notations

Total hours: 36

Laboratory/Studio Content

Script Analysis (9 hours)

- Structure
- Analysis of emotional content of
- Overall script

- Particular scenes
- Visual Intensity Charts

Visual Communication (9 hours)

- Contrast and affinity
- Directing the eye
- Staging and composition
- Shape/silhouette
- Line
- Space – deep, flat
- Shot types
- Locking
- 180 degree rule
- Continuity
- Editing
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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 liason?

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