CALIFORNIA STATE UNIVERSITY CHANNEL ISLANDS

COURSE MODIFICATION PROPOSAL

DATE: NOVEMBER 15, 2005; REVISED 8.1.08 BY DAN WAKELEE

PROGRAM AREA ART

1. Catalog Description of the Course. [Follow accepted catalog format.] (If Cross-listed please submit a form for each prefix being modified)

OLD
Prefix ART Course# 206 Title: Animation Units (3)
6 hours Activity per week
☑ Prerequisites ART 105, 106, 108
☐ Corequisites
Description: An introduction to basic techniques and processes involved in the production of animation. Projects include elements of concept and story development, character design, storyboarding, timing, key framing and inbetweening, and cell production leading to the creation of short works in animation.

NEW
Prefix ART Course# 206 Title: Animation Units (3)
6 hours Activity per week
☑ Prerequisites ART 105 or 106 or 107 or 108 or COMP 105 or consent of the instructor
☐ Corequisites
Description: Description: An introduction to basic techniques and processes involved in the production of animation. Projects include elements of concept and story development, character design, storyboarding, timing, key framing and inbetweening, and cell production leading to the creation of short works in animation.

☑ Gen Ed Categories
Graded ☐ CR/NC ☐ Repeatable for up to ☐ Lab Fee Required ☑ A - Z ☐ Units

2. Mode of instruction

Existing

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<tr>
<th>Units</th>
<th>Hour Per Unit</th>
<th>Benchmark Enrollment</th>
<th>CS# Units (filled out by Dean)</th>
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Proposed

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3. Course Content in Outline Form if Being Changed. [Be as brief as possible, but use as much space as necessary]

OLD

An introduction and overview to the basic concepts, processes and techniques involved in the production of animation. Both Traditional and experimental approaches to establishing animated character and motion will be explored. The process of realizing an animated film from beginning to end will be described, defined and explored through projects that include story concept, narrative, character design, storyboarding and visual development, layout and background design, animation, clean-up and ink and paint using digital tools. The student will be required to complete a short animated film (1-2 minutes) by the end of the semester in order to demonstrate the core course requirement for the Art Major.

NEW

An introduction and overview to the basic concepts, processes and techniques involved in the production of animation. Both Traditional and experimental approaches to establishing animated character and motion will be explored. The process of realizing an animated film from beginning to end will be described, defined and explored through projects that include story concept, narrative, character design, storyboarding and visual development, layout and background design, animation, clean-up and ink and paint using digital tools. The student will be required to complete a short animated film (1-2 minutes) by the end of the semester in order to demonstrate the core course requirement for the Art Major.

4. Justification and Learning Objectives for the Course. (Indicate whether required or elective, and whether it meets University Writing, and/or Language requirements) [Use as much space as necessary]

OLD

This course fulfills 3 units of the lower division studio art requirement for the Art Major.

NEW

This course fulfills 3 units of the lower division studio art requirement for the Art Major.
Through studio projects involving technical demonstrations, artistic exercises, discussions, field trips, student presentations and critiques, students will:

- Demonstrate artistic concepts involved in the production of animation projects utilizing traditional methods and emerging digital technologies.
- Demonstrate a familiarity with the high-tech environment.
- Demonstrate proficiency with animation software programs.
- Articulate, verbally and in written form, their conscious intentions and coherent aesthetics in relationship to projects they produce.
- Develop a personal artistic/symbolic language expressed through the artistic process.
- Demonstrate methods and processes utilized in refinement of artistic ideas and technical issues involved in the creation of animation.
- Develop artistic skills leading toward professional practice in the media arts.
- Produce individual works of art.
- Develop a portfolio of work created in the course.

5. References. [Provide 3-5 references on which this course is based and/or support it.]

OLD
**The Animator’s Survival Kit** Richard Williams. 2001 Faber and Faber.
ISBN 0-571-20228-4
**Cartoon Animation** Preston Blair. Walter Foster Pubs. 1994
ISBN 1-56010-084-2

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6. Indicate Changes and Justification for Each. [Check all that apply and follow with justification. Be as brief as possible but, use as much space as necessary.]

- Course title
- Prefix/suffix
- Course number
- Units
- Staffing formula and enrollment limits
- Prerequisites/corequisites
- Catalog description
- Course content
- References

5/25/2004 cp
Justification The prerequisites for the course have been changed to include COMP 105. This has been added to accommodate students who are Computer Gaming minors.

7. If this modification results in a GE-related change indicate GE category affected and Attach a GE Criteria Form:
A (English Language, Communication, Critical Thinking)
   A-1 Oral Communication
   A-2 English Writing
   A-3 Critical Thinking
B (Mathematics, Sciences & Technology)
   B-1 Physical Sciences
   B-2 Life Sciences – Biology
   B-3 Mathematics – Mathematics and Applications
   B-4 Computers and Information Technology
C (Fine Arts, Literature, Languages & Cultures)
   C-1 Art
   C-2 Literature Courses
   C-3a Language
   C-3b Multicultural
D (Social Perspectives)
E (Human Psychological and Physiological Perspectives)
UD Interdisciplinary

8. New Resources Required. YES ☐ NO X ☐
   If YES, list the resources needed and obtain signatures from the appropriate programs/units on the consultation sheet below.
   a. Computer (data processing), audio visual, broadcasting needs, other equipment
      None: Art Computer lab hardware and software is already in place.
   b. Library needs
   c. Facility/space needs
      None: Art Computer Lab, and Animation Light Tables are already in place

9. Will this course modification alter any degree, credential, certificate, or minor in your program? YES ☐ NO ☑
   If, YES attach a program modification form for all programs affected.

Jack Reilly, Professor of Art 11/15/05
Proposer of Course Modification Date
Approvals

Program Chair  11/15/05  Date

Curriculum Committee Chair  Date

Dean  Date