

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.

Gen Ed Categories
 Lab Fee Required

Graded
 CR/NC Repeatable for up to _____ units
 A - Z

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
 Lab Fee Required

Graded
 CR/NC Repeatable for up to _____ units
 A - Z

2. Mode of instruction

Existing

	Units	Hour Per Unit	Benchmark Enrollment	CS# Units (filled out by Dean)
Lecture	_____	_____	_____	_____
Seminar	_____	_____	_____	_____
Laboratory	3	2	20	_____
Activity	_____	_____	_____	_____

Proposed

	Units	Hour Per Unit	Benchmark Enrollment	CS# Units (filled out by Dean)
Lecture	_____	_____	_____	_____
Seminar	_____	_____	_____	_____
Laboratory	_____	_____	_____	_____
Activity	3	2	20	_____

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

OLD

NEW

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.

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, storyboard 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

NEW

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

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, storyboard 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

competencies.

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.

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- 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

The Visual Story Bruce Block. Focal Press 2001. ISBN 0-240-80467-8

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Film Directing Shot by Shot Steven D. Katz. Michael Wiese Productions 1991. ISBN 0-941188-10-8

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

- GE
- Other

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