CALIFORNIA STATE UNIVERSITY CHANNEL ISLANDS

NEW COURSE PROPOSAL

PROGRAM AREA: ART 315

1. Catalog Description of the Course. [Follow accepted catalog format.]

Prefix ART  Course# 315  Title ANIMATION MEDIA AND TECHNIQUES: Units (3)
6 hours per week
Prerequisites Art 206
Corequisites
Description Specialized media and artistic techniques utilized in the creation of animation are incorporated in the production of projects for video, film, multimedia and the Internet. Individual and group assignments explore a range of traditional materials combined with emerging digital processes to produce completed works in animation.

Graded
Gen Ed
CR/NC
Repeatable for up to units
Lab Fee Required
A - Z
Total Completions Allowed

2. Mode of Instruction.

<table>
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<tr>
<th>Component</th>
<th>Units</th>
<th>Hours per Unit</th>
<th>Benchmark Enrollment</th>
<th>Graded Component</th>
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<tbody>
<tr>
<td>Lecture</td>
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<td>Seminar</td>
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<tr>
<td>Laboratory</td>
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<td>2</td>
<td>24</td>
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CS # (filled in by Dean)

3. 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]

This course fulfills upper division studio art requirements of the B.A. Degree in Art. This course builds upon the working methods and artistic skills acquired in ART 206 Animation. It provides the student with the opportunity to develop increased proficiency working in complex methods and techniques of traditional animation, leading to the completion of sophisticated, in-depth animation projects for video, film, interactive multimedia and the Internet.

Learning Objectives:
Through artistic experiments, individual and group projects:

1. Students analyze, explore and utilize aesthetic techniques and artistic tools of the traditional animation process.
2. Students refine drawing, design and color skills acquired in prerequisite courses.
3. Students gain increased proficiency working with complex art processes and specialized materials used in the development of animation projects.
4. Students develop increased technical proficiency working with industry-standard software applications and technologies.
5. Students collaborate on group projects that involve the production of animation for video, film, multimedia and the Internet.
6. Students express personal creativity, ideas and opinions through the artistic process.
7. Students prepare for a career as an artist working in the animation field.

4. Is this a General Education Course YES ☐ NO ☒

If Yes, indicate GE category and attach GE Criteria Form:

5/25/2004 cp
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

5. Course Content in Outline Form. [Be as brief as possible, but use as much space as necessary]

I. Narrative structure: story-telling, visual composition and action staging

II. Character design: model sheets and turnarounds

III. Animation project development: character sheets, background plates and storyboards.

IV. Animatics: timing experiments and stylistic conventions

V. Movement: line of action, anticipation, follow through, arc of motion, and timing

VI. Clean-up phase: single line, pencil tests, color modeling.

VII. Layout: perspective and scenic grids

VII. Pre-Animation phase: inking and cell coloration

IX. Digital tools: hardware, software and digital painting techniques

X. Non-Linear editing and image exporting

XI. Class projects presentations and critiques: VHS, DVD or Web based presentation.

Does this course overlap a course offered in your academic program? YES ☐ NO ☒
If YES, what course(s) and provide a justification of the overlap?

Does this course overlap a course offered in another academic area? YES ☐ NO ☒
If YES, what course(s) and provide a justification of the overlap?
Signature of Academic Chair of the other academic area is required on the consultation sheet below.

6. Cross-listed Courses (Please fill out separate form for each PREFIX)
List Cross-listed Courses
Signature of Academic Chair(s) of the other academic area(s) is required on the consultation sheet below

Department responsible for staffing: ART
7. References. [Provide 3 - 5 references on which this course is based and/or support it.]

Williams, Richard. The Animator’s Survival Kit, New York: Faber and Faber 2002
Johnston, Ollie & Thomas, Frank. The Illusion of Life: Disney Animation, Los Angeles: Disney Editions 2003

8. List Faculty Qualified to Teach This Course.

Liz King, Assistant Professor of Art; Jack Reilly, Professor of Art; Kathleen Quaiffe, PT Lecturer in Animation.

   a. Projected semesters to be offered: Fall ☑ Spring ☑ Summer ☐

10. New Resources Required. YES ☐ NO ☑
    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
       This course uses the Art Complex computer lab currently equipped with the hardware and software needed.
    b. Library needs
       No additional required.
    c. Facility/space needs
       This course uses the Art Complex computer lab currently equipped with the hardware and software needed.

11. Will this new course 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
Proposer of Course

11/30/2004
Date