

NEW COURSE PROPOSAL

PROGRAM AREA: **ART**

**1. Catalog Description of the Course.** *[Include the course prefix, number, full title, and units. Provide a course narrative including prerequisites and corequisites. If any of the following apply, include in the description: Repeatability (May be repeated to a maximum of \_\_\_ units); time distribution (Lecture \_\_\_ hours, laboratory \_\_\_ hours); non-traditional grading system (Graded CR/NC, ABC/NC). Follow accepted catalog format.]*

**ART 206 ANIMATION** (3 units)

Six hours laboratory per week.

Prerequisite: ART 105, 106, 107

An introduction to basic techniques and processes involved in the production of animation. Projects include elements of concept and story development, character design, story boarding, timing, key framing, and inbetweening, and cell production leading to the creation of short works in animation.

**2. Mode of Instruction.**

|            | Units   | Hours per Unit | Benchmark Enrollment |
|------------|---------|----------------|----------------------|
| Lecture    | _____   | _____          | _____                |
| Seminar    | _____   | _____          | _____                |
| Laboratory | ___3___ | ___2___        | ___20___             |
| Activity   | _____   | _____          | _____                |

**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]*

Justification

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

This course is courses designed for the Art Major or non-artist seeking to expand their knowledge and working abilities into the realm of drawing based traditional animation as a form of artistic expression and entertainment. The course content directly relates to processes utilized in motion picture/animation production. Numerous creative and professional opportunities await the artist proficient in technical animation skills with knowledge of the technical processes of animation. This course advances the mission of the CSUCI Art Program and the University to be on the forefront of technological innovation. It also serves to prepare CSUCI students to succeed as an artist working in the competitive world of the entertainment.

Learning Objectives

Through studio projects involving technical demonstrations, artistic exercises, discussions, class screenings, field trips, students will:

- Demonstrate drawing, design and color skills related to animation.
- Demonstrate proficiency working with complex art processes and digital technology used in the development of short animation projects.
- Articulate, verbally and in written form, their conscious intentions and coherent aesthetics in relationship to projects they produce.

- Produce group projects involving collaborative team assignments.
- Develop a personal artistic/symbolic language expressed through the artistic process.
- Demonstrate methods and processes utilized in refinement of artistic ideas and technical issues.
- Participate in the critical evaluation process of peer projects.
- Demonstrate artistic skills leading toward professional practice in the arts.
- Produce individual works of art.

4. Is this a General Education Course                      YES                      NO  
 If Yes, indicate GE category:

|  |  |
|--|--|
| A (English Language, Communication, Critical Thinking) |  |
| B (Mathematics & Sciences)                             |  |
| C (Fine Arts, Literature, Languages & Cultures)        |  |
| D (Social Perspectives)                                |  |
| E (Human Psychological and Physiological Perspectives) |  |

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

**ART 206 Animation** (3 units)

I. Overview of animation history, styles and approaches.

- A. Traditional vs. experimental.
- B. Narrative story structure
- C. Story-telling workshop
- E. Composition and staging

II. Character design.

- A. Principles of clear character design.
- B. Animation principles
- C. Rough model sheets and turnarounds
- D. Script based on loglines and characters.

III. Story and character, how they work together.

- A. Thumbnail sketches in design
- B. Storyboards based on Character and script.
- C. Cleanup character model sheets

IV. Overview of digital hardware and software

- A. Scanning
- B. File management and storage

VI. Visual development.

- A. Layout and background design.
- B. Thumbnails for the various scene set-ups
- D. Storyboards

E. Character sheets

VII. Creating the animatic

- A. Timing
- B. Transitions and use of stylistic conventions
- C. Sound
  - 1. beats
  - 2. phonemes

VIII. Animation principles

- A. Line of action
- B. Anticipation
- C. Follow through
- D. Arc of motion,
- E. Timing
- F. Weight, squash and stretch.

IX. Clean-up.

- A. Single line clean-up.
- B. Pencil tests
- C. Color modeling.

X. Layout

- A. Perspective
- B. Grids
- C. Color theory.

XI. Digital painting techniques

- A. Layers
- B. Brushes
- C. Color and transparency control

XII. Digital tools

- A. Director
- B. Flash
- C. Illustrator
- D. Editing and out-put to tape strategies

XIII. Final class presentation and critique.

- A. VHS tape or DVD of completed animation projects submitted in class.
- B. Screening of projects
- C. Group critique

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

- Blair, Preston. *Cartoon Animation*, Los Angeles: Walter Foster Pubs. 1994
- Block, Bruce. *The Visual Story*. Focal Press 2001
- Bolante, Antony. *Visual Quickstart Guide: Adobe Premiere*, Berkeley: Peahcpit Press 2002
- Katz, Stephen. *Film Directing Shot by Shot*. Studio City: Michael Wiese Productions 1996
- Williams, Richard. *The Animator's Survival Kit*, New York: Faber and Faber 2001

**7. List Faculty Qualified to Teach This Course.**

- Jack Reilly, MFA, Professor of Fine Arts

**8. Frequency.**

a. Projected semesters to be offered: Fall \_\_x\_\_ Spring \_\_x\_\_ Summer \_\_\_\_\_

**9. New Resources Required.**

- a. Computer (data processing), audio visual, broadcasting needs, other equipment
- b. Library needs
- c. Facility/space needs

• No new resources will be required to offer this course. This course is offered in the CSUCI Art Complex animation/drawing studio equipped with 20 specialized animation light tables. Digital image processing takes place in the Art Complex multimedia computer lab equipped with the latest animation and digital art software. Existing equipment and facilities are currently adequate to support the implementation of this course.

**10. Consultation.**

Attach consultation sheet from all program areas, Library, and others (if necessary)

**11.** If this new course will alter any degree, credential, certificate, or minor in your program, attach a program modification.

Jack Reilly, Professor of Art

12-8-2002

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Proposer of Course

Date