

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

Categories

Lab Fee Required

A - Z

Total Completions Allowed

2. Mode of Instruction.

	Units	Hours per Unit	Benchmark Enrollment	Graded Component	CS # (filled in by Dean)
Lecture	_____	_____	_____	<input type="checkbox"/>	_____
Seminar	_____	_____	_____	<input type="checkbox"/>	_____
Laboratory	3	2	24	<input checked="" type="checkbox"/>	_____
Activity	_____	_____	_____	<input type="checkbox"/>	_____

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:

**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  
Blair, Preston. *Cartoon Animation*, Los Angeles: Walter Foster Pubs. 1994  
Block, Bruce. *The Visual Story*. New York: Focal Press 2001  
Patmore, Chris. *The Principles, Practice, and Techniques of Successful Animation*. Barron's Educational Series 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.

**9. Frequency.**

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