

Animation

Total Credits: 68

Studio Credits: 44; Academic Credits: 24

Drawing I	3	SEMESTER I	
2D Design I	3		
3D Design I	3		
Foundation Seminar	3		Studio Credits: 12

Art History I	3		
Writing and Literature I	3		Academic Credits: 6

Semester I Credits: 18

Drawing II	3	SEMESTER II	
2D Design II	3		
3D Design II	3		
4D Design	3		Studio Credits: 12

Art History II	3		
Writing and Literature II	3		Academic Credits: 6

Semester II Credits: 18

Animation I	3	SEMESTER III	
Drawing for Animation	2		
Graphics/Moving Image	2		
Storyboard/Storytelling	2		Studio Credits: 9

Art History III	3		
Writing and Literature III	3		
History of Animation	1		Academic Credits: 7

Semester III Credits: 16

Character Animation	4	SEMESTER IV	
Figure Drawing	2		
Digital Video	2		
Intro. to Computer Animation	2		Studio Credits: 10

Moving Pictures	3		
Academic Studies Elective	3		Academic Credits: 6

Semester IV Credits: 16

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Delaware College of Art & Design | 600 N. Market Street, Wilmington, DE 19801
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SEMESTER 1

Semester Credits: 18 (*Studio Credits: 12 Academic Credits: 6*)

Foundation Seminar

FN121, 3 Credits

This innovative course consists of an introduction to each of the five majors offered at the Delaware College of Art and Design: Animation, Fine Art, Graphic Design, Illustration and Photography. Each unit is an introduction to the responsibilities and creative possibilities of each area of study. Students are not only given the opportunity to experience each of the areas of concentration, but the opportunity to interact with the head of each department, their primary mentor in their second year as well. Class projects emphasize the broad applications of critical abilities and creative solutions across the major fields of study. A common theme reinforces the interconnectedness of all visual disciplines. After completion of the course, students are able to make a more informed choice in the selection of their major.

Drawing I

FA151, 3 credits

This course is an introduction to the languages of drawing. Moving from the simple description of an object to problems that use line, shape, value, proportion, and composition to build visual structures, the course ultimately leads to the organization of the entire drawing surface as a spatial metaphor. Emphasis is placed on the analogous relationship between the perception of nature and the drawing process. Both the analytical and inventive aspects of drawing are investigated through a variety of media and motifs. As in all the foundation courses, frequent group critiques, individual conferences and evaluations will provide feedback to facilitate individual growth. Approximately half of the class time will be spent investigating the human figure as a subject for observation and invention.

Two-Dimensional Design I

FN131, 3 credits

After introducing the basic elements of two-dimensional design : line, shape, proportion, value, space, composition and color structure, the course examines the relationship between perception, thought and two-dimensional form- making through the investigation of both nature and art. Examples of excellent design from a wide variety of sources are used to broaden knowledge of the historical framework and promote creative thinking. The goal of the course is a fundamental vocabulary and grammar of design which can be applied to all fields of the visual arts, and which the student can use to evoke sensory and emotional, as well as intellectual and aesthetic responses.

Three-Dimensional Design I

FN141, 3 credits

This course investigates the relationship between material, manipulation and idea as found in the worlds of both nature and artifacts. An understanding of the expressive possibilities of line, plane and mass in a three-dimensional space is arrived at through the investigation of materials, techniques and tools in the creation of three-dimensional forms. The course addresses practical matters of craftsmanship in conjunction with the overall aesthetic considerations of the work. Excellence in both concept and execution is encouraged in each assignment. Creative solutions are encouraged through rigorous and innovative problems.

Writing and Literature I

AS111, 3 credits

Students develop their analytical and writing skills through composition assignments emphasizing clarity and structure in response to readings that explore the human condition and concepts of the divine from antiquity through the first millennium C.E. These include multicultural mythological and religious writings, Classical literature, and Asian poetry, drama, and philosophy.

Art History I

AH111, 3 credits

Students are introduced to the methodologies of art history. The study of Pre-Historic, ancient Near Eastern and Egyptian, Classical, Byzantine, Islamic, early Indian and Chinese art offers students an opportunity to examine representations of the human figure, the natural world, and the divine. Through the visual analysis of two-dimensional works, sculpture, and architecture, students are encouraged to develop their critical thinking skills as well as their descriptive and analytical writing skills.

SEMESTER 2

Semester Credits: 18 (*Studio Credits: 12, Academic Credits: 6*)

Drawing II

FA152, 3 credits

This course is an introduction to the languages of drawing. Moving from the simple description of an object to problems that use line, shape, value, proportion, and composition to build visual structures, the course ultimately leads to the organization of the entire drawing surface as a spatial metaphor. Emphasis is placed on the analogous relationship between the perception of nature and the drawing process. Both the analytical and inventive aspects of drawing are investigated through a variety of media and motifs. As in all the foundation courses, frequent group critiques, individual conferences and evaluations will provide feedback to facilitate individual growth. Approximately half of the class time will be spent investigating the human figure as a subject for observation and invention.

Two-Dimensional Design II

FN132, 3 credits

After introducing the basic elements of two-dimensional design : line, shape, proportion, value, space, composition and color structure, the course examines the relationship between perception, thought and two-dimensional form- making through the investigation of both nature and art. Examples of excellent design from a wide variety of sources are used to broaden knowledge of the historical framework and promote creative thinking. The goal of the course is a fundamental vocabulary and grammar of design which can be applied to all fields of the visual arts, and which the student can use to evoke sensory and emotional, as well as intellectual and aesthetic responses.

Three-Dimensional Design II

FN142, 3 credits

This course investigates the relationship between material, manipulation and idea as found in the worlds of both nature and artifacts. An understanding of the expressive possibilities of line, plane and mass in a three-dimensional space is arrived at through the investigation of materials, techniques and tools in the creation of three-dimensional forms. The course addresses practical matters of craftsmanship in conjunction with the overall aesthetic considerations of the work. Excellence in both concept and execution is encouraged in each assignment. Creative solutions are encouraged through rigorous and innovative problems.

Four-Dimensional Design

FN152, 3 credits

Through the use of traditional and time based media, students are introduced to basic concepts of art and design in space and time. Assignments direct students in creating works that utilize attributes of time and movement, elements of moving image, serial, sequential, and narrative ordering, still and moving image editing, sound and image relations, and object and even analysis. In focusing on the relations between students' spacing and timing skills, this course extends and supplements the other Foundation courses, and prepares students for further work with computers, video, photo, sound and animation.

Art History II

AH112, 3 credits

Students begin this course with the consideration of pre-modern Japanese, ancient African, and Pre-Columbian art before turning to Europe to study the art of the Early Middle Ages through the Baroque and Rococo. Writing assignments emphasize increasing sophistication in comparison and contrast and formal analysis, while critical review is introduced.

Writing and Literature II

AS112, 3 credits

Students refine their critical thinking and writing skills through compositions emphasizing form and technique in response to readings that explore social and political relationships across cultures. These include selections from the literature of ancient Japan and Africa as well as Medieval and Renaissance Europe.

SEMESTER 3

Semester Credits: 16 (*Studio Credits: 9, Academic Credits: 7*)

Animation I

AN201, 3 credits

An introduction to general animation techniques, this course combines theoretical elements of film aesthetics with practical experience in animation filmmaking. Students are exposed to all types of animated film production through lectures, film presentations, studio work and outside assignments. Class projects include: drawn animation, cell animation, stop motion, clay animation, rotoscoping and experimental techniques. This course is a prerequisite for all intermediate and advanced animation courses.

Drawing for Animation

AN203, 2 credits

This course is designed to develop an understanding of what is required for an animation portfolio. Drawing sessions cover movement, acting, character development, drapery (clothing and costume), and drawing from the imagination.

Graphics and the Moving Image

AN205, 2 credits

Students produce short works of digital cinema and web movies in order to explore the intersection of visual arts, graphics, symbols, and time-based media. The course emphasizes digital post-production and the structure and aesthetics of editing. Students will learn to use digital video editing software, including an introduction to special effects. Prerequisite: basic computer skills.

Storyboarding/Storytelling

AN207, 2 credits

This course focuses on the fundamental skills of design for time-based media beginning with basic conceptual scripting and story-boarding techniques and ending with the creation of an "animatics" prototype. The art of storytelling is explored from both abstract and representational points of view, with applications ranging from cinema and cartooning treatments to character animation.

Art History III

AH211, 3 credits

Students return to the study of the art of Asia (India, China, and Japan) and Africa and consider the art of the Americas after 1300 and that of Pacific cultures before undertaking the study of Modern (post-1780) European and American Art. Students' analytical skills are further developed through independent investigation culminating in a research paper undertaken in conjunction with Writing and Literature III.

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Writing and Literature III

AS211, 3 credits

Students focus on developing the skills needed to prepare and write a research paper in conjunction with Art History III. They continue to cultivate an appreciation of the connections between the literary and visual arts through readings from Asia, Africa, the Americas and Europe through the twentieth century.

History of Animation

AH213, 1 credit

This course surveys the trends of the first hundred years of film animation from its origins and early optical devices through the classical Hollywood theatrical films and to the emergence of television. Students explore the work of the masters of international animation as well as the work of avant-garde and independent artists.

SEMESTER 4

Semester Credits: 16 (*Studio Credits: 10, Academic Credits: 6*)

Character Animation

AN202, 4 credits

This course expands upon the foundation of Introduction to Animation and offers students a “toolbox” of techniques and insights with which to build their craft as animators. Classes combine demonstration and discussion of techniques and theory with analytical screenings which illustrate the same. Students engage in action analysis for animation and learn to apply that analysis in their work through a series of exercises designed to progressively develop their skills. Studio work focuses on traditional techniques, though the skills learned are applicable to all animation methods. Prerequisite: AN201

Figure Drawing

IL212, 2 credits

In this course both illustration and animation students study the human figure to expand their knowledge of anatomy, form and function, and to improve their drawing skills with the figure. Students will draw from both nude and clothed models in a variety of media. They will study the skeletal and muscular structures that support the figure, as well as the drape of clothing and how it relates to and defines anatomy. The class will also focus on gesture for implied movement and proportion, in placement of the figure in the surrounding.

Digital Video

PH214, 2 credits

This course is an introduction to film through hands on experience with digital video camera and recording equipment. It is the aesthetic and technical study of video by the moving image artist. The course utilizes light weight cameras and recorders for location shoots, documentaries, news gathering and commercial presentations. Pre-production, storyboarding and post production electronic editing are stressed. Through activities with and emphasis on electronic editing students learn to creatively rearrange, add and remove sections of the picture and sound previously recorded on the video tape.

Introduction to Computer Animation

AN206, 2 credits

This course introduces students to the principles and techniques used in 3D computer modeling and animation. Students will first learn modeling techniques such as surfaces of revolution, extrusion, cross-section, cutting, drilling, surface wrapping and beveling. Students will then learn to coordinate the motion and timing of multiple objects, cameras, lights, surfaces and backgrounds. The class will conclude with a 20-second completed animation.



Moving Pictures

AS224, 3 credits

While everyone has an experiential knowledge of the language of film (i.e., we know how to watch a movie) filmmakers need to know film's grammar and syntax. This course is designed to give animation students an understanding of the aesthetics of narrative filmmaking, an introduction to the major theoretical and critical issues of the medium, and an awareness of the cultural contexts in which films have been made and seen. Because of the silent film's close connection to the characteristics of animation, the first half of the semester is focused on films made before 1930. NB: A separate meeting is scheduled screening films.

PRE-REQUISITE: Successful completion of Art History III OR Writing and Literature III

Academic Studies Elective

The course offerings to fulfill the Academic Studies Elective change each semester. Previous courses have covered topics from biology to the relationship of art and geometry, to the sensational seventies.