

ANIMATION I

3.25.2017

WITH STUDENT LEARNING OUTCOMES

Animation I (AN201, 3 credits)

Course Description:

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 that utilize traditional and digital means to explore creative possibilities. Class projects include hand-drawn animation, digital cell animation, stop motion, and experimental techniques. This course is a prerequisite for all intermediate and advanced animation courses.

Prerequisite: First Semester of Studio Foundation Year

Students will:

1. Demonstrate the knowledge of timing and spacing in animated sequences. (PC 2,3)
2. Create animation with a variety of techniques and with technical equipment such as cameras, computers and lighting commonly used in the industry. (PC 1, 2, 3, 4)
3. Identify major historic events in animation history from its early development in the 19th century up until contemporary times. (PC 4)
4. Use a variety of two-dimensional media (both digital and traditional) and techniques to create different visual styles in animation projects. (PC 2, 3)
5. Create an original animated short film. (PC 4)

Required Texts: There is no required text for this course.

Supplementary Readings:

- The Animators Survival Kit: Expanded Edition, Richard Williams, Faber and Faber, 2012.
ISBN: 086547897X (\$27.00)
- The World History of Animation, Stephen Cavalier, University of California Press, 2011.
ISBN: 0520261127 (\$31.00)

Supplies:

- Small Portable Light Box (\$70.00)
- A 500 sheet ream of printing paper, 8.5x11 inches (\$6.00)
- Toshiba Canvio 1TB Portable External Hard Drive (\$55.00)
- Variety of Pencils (included in art kit)
- Eraser (included in art kit)
- Scissors (included in art kit)
- X-acto Blade (included in art kit)

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