

DART 125 - Animation Course Outline

Approval Date: 12/12/2013

Effective Date: 01/22/2014

SECTION A

Unique ID Number

Discipline(s) Art
Graphic Arts

Division Arts and Humanities

Subject Area Digital Art and Design

Subject Code DART

Course Number 125

Course Title Animation

TOP Code/SAM Code 0614.40* - Animation* / E - Non-Occupational

Rationale for adding this course to the curriculum This is an experimental course to be offered Spring 2014.

Units 3

Cross List N/A

Typical Course Weeks 18

Total Instructional Hours

Contact Hours

Lecture 36.00

Lab 54.00

Activity 0.00

Work Experience 0.00

Outside of Class Hours 72.00

Total Contact Hours 90

Total Student Hours 162

General Education Information:

- g. Anticipation
- h. Action Staging
- i. Overlapping Action/Follow Through
- j. Secondary Action
- k. Exaggeration
- C. Introduction to Photoshop animation tools
 - a. Capture images and import into Photoshop
 - b. Export in Quicktime
- D. Staging a Shot
 - a. Preplanning and use of different camera angles
 - b. Close-up versus long shot
- E. Physics of Animation and use of Flash
 - a. Create elements in Flash
 - b. Layers, Bitmaps, Library, Tweens
- F. Shifting Weight and Deformation Dynamics
- G.

Field Trips -- Visit Cartoon Museum, San Francisco, and write one-page analysis of specific example on view.

Group Projects -- As a group, storyboard and produce a one-minute animation. Share expectations, challenges, solutions, and failures as part of the process.

Home Work -- Students will submit a notebook of daily drawings for evaluation.

Mid Term -- Bean Jump /swing that has been drawn, put into Photoshop,

Letter Grade or P/NP

6. Assignments: State the general types of assignments for this course under the following categories and provide at least two specific examples for each section.

A. Reading Assignments

Students read Richard Williams, pp 41-69 on Weight/Physicality/Spacing/Timing/Squash and Stretch and in class work on Ball Drop and three different weights ball exercises on animation paper.

Read S. Cavalier, pp 150-184 on the influence of western animation on the burgeoning Japanese animation industry and come to class prepared to analyze visually early examples.

B. Writing Assignments

Write a visual analysis of the Titles of "Catch Me if You Can" and the End Credits of "A Series of Unfortunate Events" with attention to Spacing and In-Betweens.

Write a prospectus for an animation short (250 words), including the animation methods used, the expected length, and the basic plot with brief character profiles.

C. Other Assignments

Students watch Walt Disney's Dumbo for morphing examples and then create an in-class project in Growth/Expansion/Retraction and Morph in flip books.

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