Lecture Contact Hours: 32-36, Outside-of-Class Hours: 64-72,
Laboratory Contact Hours: 64-72, Outside-of-Class Hours: 0,
Total Student Learning Hours: 160-180

CUYAMACA COLLEGE
COURSE OUTLINE OF RECORD

Art 184 – Introduction to Animation

2 hours lecture, 2 units
4 hours laboratory, 1 unit
Total units: 3

Catalog Description
A study of the principles of animation as they apply to 2D animation and form the foundation for further study of 3D animation. The course includes the history of animation, spanning from early black-and-white films to contemporary productions, while highlighting contributions from diverse voices and a wide array of cultural perspectives. It emphasizes the importance of fairness and belonging in shaping the art of animation throughout different periods and regions. Students will learn how these building blocks will lead to scripts, storyboards, and final animation utilizing hand-drawn and digital techniques. This course is designed to provide students with foundational skills to be successful in the field of animation.

Prerequisite
"C" grade or higher or "Pass" in ART 120 or 124 or equivalent

Entrance Skills
Without the following skills, competencies and/or knowledge, students entering this course will be highly unlikely to succeed:
1) Observational drawing skills and techniques (hand-eye coordination, sight-measuring, value application, and correct proportion).
2) Analyze how the artist uses light and shadow to create depth of space by studying major works of art.
3) Analyze and apply spatial relationships and fundamentals of composition to creative drawings.
4) Identify and apply compositional strategies and describe them in real world examples.
5) Explore conceptual and cultural developments in drawing practices that relate to one's lived experiences.
6) Create drawings that demonstrate control, insight, and individual expression to visually communicate ideas.
7) Apply formal art vocabulary to examine, evaluate, and critique the artwork of peers and self-evaluate in a constructive and insightful manner.

Course Content
1) Introduction to the history of animation, from early black-and-white to contemporary productions, highlighting contributions from diverse voices and cultural perspectives.
2) Principles of Animation
   a. Squash & Stretch
   b. Timing
   c. Solid Drawing
   d. Anticipation
   e. Follow Through + Overlapping Action
   f. Arcs

    g. "Slow Ins" & "Slow Outs"
    h. Straight Ahead Animation
    i. Pose to Pose Animation
    j. Secondary Action
    k. Staging
    l. Exaggeration

3) Processes of animation:
    a. Storyboards
    b. Background layout
    c. Motion and key frames
    d. Constructive drawing

4) Students will produce an entry or transfer level portfolio.

Course Objectives
Students will be able to:
1) Identify and apply the principles of traditional animation.
2) Identify and apply the techniques of traditional animation.
3) Create the illusion of movement through an animated sequence.
4) Interpret the history of animation and acknowledge its influence on the current industry.
5) Identify contemporary applications for drawing for animation and discuss the diverse social, economic, and political developments reflected in the examples examined.

Method of Evaluation
A grading system will be established by the instructor and implemented uniformly. Grades will be based on demonstrated proficiency in the subject matter determined by multiple measurements for evaluation, one of which must be essay exams, skills demonstration or, where appropriate, the symbol system.
1) Group critique and individual self-assessment
2) Project, presentations, and objective/subjective responses
3) Sketchbooks and in-progress feedback

Special Materials Required of Student
1) Sketchbook, paper, and drawing media

Minimum Instructional Facilities
1) Studio classroom, suitable for LCD projection from standard computer video output and light tables
2) Computer laboratory with a workstation for each student, and with digital pen displays
3) Library and research facilities

Method of Instruction
1) Lecture.
2) Laboratory demonstrations
3) Group discussions and activities
4) Individual instruction
5) Individual and group critiques
6) Field trips

Out-of-Class Assignments
1) Readings
2) Research and reference
3) Writing, journaling, and sketching

4) Complete assignments as assigned

Texts and References
1) Required (representative example): Meroz, Morr. Animation For Beginners: Getting Started with Animation Filmmaking. New York, NY: Bloop Animation Studios, 2021.
2) Supplemental:
   a. Wells, Paul. The Fundamentals of Animation. New York, NK: Bloomsbury, 2016.
   b. Blair, Preston. Cartoon Animation. Laguna Beach, CA: Walter Foster Publishing, 1991.
   c. Williams, Richard. The Animator's Survival Kit. New York, NY: Faber & Faber, 2009.

Student Learning Outcomes
Upon successful completion of this course, students will be able to:
1) Create the illusion of movement utilizing the elements and principles of animation through the creation of animated sequences.
2) Identify, interpret, and analyze diverse cultural perspectives, artistic qualities, major works, or significant individuals in the field of animation (historical and contemporary).