

# ART 168: ANIMATION I

## Citrus College Course Outline of Record

Heading	Value
Effective Term:	Fall 2022
Credits:	3
Total Contact Hours:	108
Lecture Hours :	36
Lab Hours:	72
Hours Arranged:	0
Outside of Class Hours:	72
Transferable to CSU:	Yes
Transferable to UC:	No
Grading Method:	Standard Letter

## Catalog Course Description

Strongly Recommended: ART 150 and/or Portfolio review. The focus of this course is to introduce the fundamentals of two-dimensional animation with emphasis on the computer as a tool. Student projects involve scripting, storyboarding, action, transition, and timing character development, and portfolio enhancement. 36 lecture hours, 72 lab hours.

## Course Objectives

- use computer software to create graphics for use in animation
- produce a variety of animation projects that demonstrate multiple processes
- describe the relationship between class projects and possible career opportunities
- analyze and solve basic design and technical problems inherent in producing animations
- provide a meaningful critique

## Major Course Content

1. Class Introduction
  - a. LAB: Introduction to Flash
2. The tools of multimedia/Planning your projects
  - a. LAB: Basic Animation & Tweening
3. Working with Photography
  - a. PROJECT #1 DUE: Logo Animation
  - b. Lab: Creating a Slideshow
4. Flash Workshop
  - a. LAB: Buttons/Masking in Flash
5. The Power of Sound
  - a. LAB: Editing, Creating Sound, Recording music
  - b. PROJECT #2 DUE: Photo Tour
6. Principles of Animation Part I
  - a. LAB: Timing, Anticipation, Follow Through
7. Principles of Animation Part II
  - a. LAB: Secondary Motion, Squash Stretch, Exaggeration
8. Flash Workshop
  - a. Lab: Project 3 lab
9. The Elements of Storytelling
  - a. PROJECT #3 DUE: Infographic

10. Advanced Navigation Workshop
11. Project 4 Workshop
12. Making the most of video: Shots, Angles
  - a. PROJECT #4 DUE: Storytelling
13. Making the most of video: Flash Workshop
  - a. LAB: Importing video into Flash
14. Project 5 Workshop
  - a. PROJECT #5 DUE: Demo/Podcast

## Lab Content

1. Create 30 frame animation utilizing transparent media
  - a. Brainstorm idea within group
  - b. Draw cells
  - c. Scan cells into computer
  - d. Import scans into Flash
2. Exercise in motion
  - a. Simulate a bouncing ball
  - b. Apply squash and stretch
3. Boat exercise
  - a. Create a boat in Flash
    - i. Follow the directions on class handout
  - b. Drop boat into a new layer
  - c. Layer more foreground and background elements
  - d. Add motion aspects to all layers
4. Develop 90 second animated short
  - a. Script
  - b. Storyboard
  - c. Character design
  - d. Environments
  - e. Sound
5. Animate 90 second short
  - a. Create scenes
  - b. Tween
  - c. Adjust transitions
  - d. Compile final animation

## Suggested Reading Other Than Required Textbook

Search the internet and find biographical information on a contemporary animator.

## Examples of Required Writing Assignments

Ten Random Ideas. Write ten random ideas. Read them back and arrange them into a new order. Develop a three paragraph story that utilizes five of the ten ideas.

## Examples of Outside Assignments

Flip-book Adhere thirty 3 x 5 index cards together to form a book. Draw a simple image on each page adjust its position and/or shape relative to the image on the preceding page. When the pages are flipped rapidly the images will project the illusion of motion.

## **Instruction Type(s)**

Lecture, Lab, Online Education Lecture, Online Education Lab