

ART 268: ANIMATION II

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
Prerequisite:	ART 168.
Transferable to CSU:	Yes
Transferable to UC:	No
Grading Method:	Standard Letter

Catalog Course Description

This intermediate level animation course focuses on the development of one's personal creativity and the improvement of computer skills with the goal of producing a personal video portfolio. 36 lecture hours, 72 lab hours.

Course Objectives

- analyze and solve more advanced design and technical problems involved in the creation of computer generated and character animations
- work within the guidelines of the "creative process" in the development of ideas
- plan and execute a working storyboard
- create advanced projects suitable for a video portfolio
- demonstrate effective use of timing, transitions and special effects in the development of projects
- edit and refine animation selections including a title, descriptive text and credits, then output projects to appropriate digital format
- observe and describe different forms and techniques of animation utilized on the internet and television

Major Course Content

1. Continue with more Advanced Projects
2. Titling
3. Special Effects
4. Character Animation
5. Projects are to be Prepared with a Title and Credits
6. Preparation of Projects
7. Scripting,
8. Storyboarding,
9. Animation Development
 - a. Timing,
 - b. Sound Considerations
 - c. Title
 - d. Credits
 - e. Production

- f. Review
 - g. Refinements
10. Projects to Include
 11. Evaluation of the nine steps in the creative design process
 12. Computer generated
 13. Character animation techniques
 - a. Story line
 - b. Action
 - c. Timing
 - d. Transitions
 - e. Special effects

Lab Content

1. Create an idea for a story
2. Develop the storyline
3. Develop characters
4. Develop an environment
5. Develop a storyboard
6. Synchronize sound and motion
7. Build individual scenes
8. Edit scenes for proper timing
9. Finalize animated short
10. Master to DVD or for Internet or hand device

Suggested Reading Other Than Required Textbook

Scripts and Graphic novels

Examples of Required Writing Assignments

Develop ten ideas for a possible animated short. Each idea should be no more than two sentences in length. Evaluate and reassemble the list of ideas into a flowing and coherent storyline.

Examples of Outside Assignments

Observe the movement of people through space. Sketch the differing aspects and characteristics inherent to an individual's movement through their environment.

Instruction Type(s)

Lecture, Lab, Online Education Lecture, Online Education Lab