

# 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