

Tompkins Cortland Community College
Master Course Syllabus

Course Discipline and Number: ART 233

Course Title: Animation

Year: 2022-2023

Credit Hours: 3

Attendance Policy: *To maintain good grades, regular attendance in class is necessary. Absence from class is considered a serious matter and absence never excuses a student from class work. It is the responsibility of all instructors to distribute reasonable attendance policies in writing during the first week of class. Students are required to comply with the attendance policy set by each of their instructors. Students are not penalized if they are unable to attend classes or participate in exams on particular days because of religious beliefs, in accordance with Chapter 161, Section 224-a of the Education Law of the State of New York. Students who plan to be absent from classroom activity for religious reasons should discuss the absence in advance with their instructors. See college catalog for more information.*

Services for Students with Disabilities: *It is the College's policy to provide, on an individual basis, appropriate academic adjustments for students with disabilities, which may affect their ability to fully participate in program or course activities or to meet course requirements. Students with disabilities should contact the Coordinator of Access and Equity Services, to discuss their particular need for accommodations. All course materials are available in alternate formats upon request.*

Course Description

This course covers the principles and techniques of animation, including storyboarding, story development, and character creation. Students integrate discussions of animation with projects which include flip books, Claymation, stop motion, time lapse photography, kinetic typography and rotoscoping. Students are expected to write storyboards and work in collaboration on in-class projects. Students create a self-directed final animation that comprises half of the course grade. Prerequisites: ART 110 or ART 111 or ART 117 or ART 120; RDNG 116 if required by placement testing; prior completion or concurrent enrollment in ENGL 100. 3 Cr. (2 Lec., 2 Lab.) Fall semester.

Course Context/Audience

This is a required course in the New Media A.S degree program. Communication and Media Arts, Digital Cinema, Graphic Design and Photography majors who have an interest in the subject matter can take it as an elective course.

Basic Skills/Entry Level Expectations

Writing: WC College level writing skills are required. See course co-requisites or pre-requisites.

Math: M1 Taking MATH 090 (if needed) – Course requires limited use of very basic mathematical skills.

Reading: R4 Before taking this course, students must satisfactorily complete RDNG 116 or have assessment indicating that no reading course was required.

Course Goals

The overall goal is for students to learn the process of animation from concept to finished animation through the use and understanding of different style and production techniques. As a result of successfully completing the course, students will:

1. Gain practical experience in the fundamental visual principles of animation as motion in time. These skills will help students interpret, communicate and critique their own work and the work of others and become the basis for future technical and artistic development.
2. Build an understanding of the different styles of animation.
3. Develop the necessary qualities to work successfully in a group production setting.
4. Learn the history of animating techniques through a set of specific research and artistic assignments.
5. Understand the entire animation process and workflow by creating an animation short.

Course Objectives/Topics

Objective/Topic	% Course
Students will understand the aesthetic principles behind the use of time and motion needed to produce animations, as well as understand the history of animation from early experimental toys to digital 3-D animation.	20%
Students will acquire skills to generate ideas and then demonstrate the ability to conceptualize a creative project and map it to a storyboard and create an animatic.	20%
Students will learn essential production techniques for a range of animating styles including line drawing, collage, time lapse, rotoscoping and claymation – each in the context of solving a specific conceptual/visual problem. Students will learn the use of traditional techniques while shooting digitally. The majority of skills developed will utilize the computer.	45%
Students will develop visual thinking and verbal skills through presenting their own work and evaluating the work of their peers. Students will articulate aesthetic observations through collaborative class projects, assignment reviews and class discussions.	15%

General Education Goals - Critical Thinking & Social/Global Awareness

CRITICAL THINKING OUTCOMES	HOW DOES THE COURSE ADDRESS THE OUTCOMES (Include required or recommended instructional resources, strategies, learning activities, assignments, etc., that must or could be used to address the goal/outcomes)
<p>Students will be able to</p> <ul style="list-style-type: none"> ➤ develop meaningful questions to address problems or issues. ➤ gather, interpret, and evaluate relevant sources of information. ➤ reach informed conclusions and solutions. ➤ consider analytically the viewpoints of self and others. 	<p>Students are involved in six group projects where they must collaborate to create animations. This involves mutual problem solving skills to address the aesthetic and technical problems of the given material: clay, paint, sand timelapse etc.</p> <p>The course is premised that narrative and visual storytelling will be more engaging and rich if it comes from the life experiences of the student author.</p> <p>Students produce distinctive and unique individual projects that require informal and formal input from fellow students. Collaboration gives opportunity for informal analysis of each others' work and a formal review for every assignment provides the opportunity for structured formal analysis from the class as a whole.</p>
SOCIAL/GLOBAL AWARENESS OUTCOMES	HOW DOES THE COURSE ADDRESS THE OUTCOMES (Include required or recommended instructional resources, strategies, learning activities, assignments, etc., that must or could be used to address the goal/outcomes)
<ul style="list-style-type: none"> ➤ Students will begin to understand how their lives are shaped by the complex world in which they live. ➤ Students will understand that their actions have social, economic and environmental consequences. 	<p>Lectures include showing animations that are from around the world. This presents a global perspective and demonstrates animation is in part determined by the culture in which it is made.</p> <p>Stylistic and thematic differences in animations from different regions of the world expand student understanding and allows them to connect with a more global visual language.</p>

Instructional Methods

The methodology used in this class involves group learning and experimentation. Techniques and styles of animation will be explored concurrently with their historical context to illustrate how style conveys both expression and culture. Hands-on tutorials and activities will be used to help students learn animating techniques. Collaboration is essential for the in-class projects and will inform student choices for form and content for their final projects. Lectures and discussions will be supplemented with samples of contemporary and historical animation including such sources as commercials, Flash Websites and animated movies.

Methods of Assessment/Evaluation

Method	% Course Grade
Final student project	50%
In-class collaboration projects	30%
Storyboard, animatic and project proposal	20%

Text(s)

Ideas for the Animated Short, Sullivan, Karen, Focal Press, 2008.

Bibliography

Animation Art From Pencil to Pixel, the History of Cartoon, Anime & CGI, Beck, Jerry, Flame Tree publishing, 2004.

The animation bible : a practical guide to the art of animating, from flipbooks to flash, Furniss, Maureen, Abrams, 2008.

The Animation Book, Laybourne, Kit, Three Rivers Press, 1998.

Animation from Pencils to Pixels, White, Tony, Focal Press, 2006.

Animation in the Home Digital Studio, Subotnick, Steven, Focal Press, 2003.

Animation the Mechanics of Motion, Weber, Chris Focal Press, 2005

Animation writing and development: from screen development to pitch, Wright, Jean Ann, Focal Press 2005

The Animator's Survival Kit, Williams, Richard, Faber and Faber Inc., 2001.

Creating 3-D Animation, Lord, Peter and Sibley, Brian, Harry N. Abrams, Inc. 1998.

Creators of life : a history of animation, Heraldson, Donald, Drake Publishers 1975

How to Draw Animation, Hart, Christopher, Watson-Guption Publications, 1997.

The Mouse Machine : Disney and technology, Telotte, J.P., University of Illinois Press, 2008.

Practical DV Filmmaking, Evans, Russell, Focal Press, 2002.

Prepare to Board, Nancy Beiman, Focal Press, 2007.

Reading the Rabbit: explorations in Warner Bros. animation, Edited by Kevin Sandler, Rutgers University Press 1998.

Stop Motion, Craft Skills for Model Animation, Shaw, Susannah, Focal Press, 2004.

Timing for Animation 2nd ed., Whitaker, Harold, Focal Press, 2009.

Other Learning Resources

Audiovisual

The Arts and Communication programs at TC3 are building up the DVD permanent collection of the library.

Finding Nemo, Stanton, Andrew Walt Disney Pictures, 2009.

Monsters INC. Docter, Pete, Walt Disney Pictures, 2002.

Pixar short films collection, Smith, Alvy Ray, Walt Disney Home Entertainment, 2007.

Electronic

The New Media lab has Internet access. A vast amount of content can be found on the Web.

In addition, the TC3 library has Interlibrary loan possibilities and databases of art and other resources available for students and faculty including, Films on Demand, Netflix, Amazon.com Video on Demand and CAMIO.

Other

The New Media Program has funds for guest speakers each year.

The Herbert F. Johnson Museum of Art is nearby and has frequent free public programs with nationally recognized artists and is actively assembling a collection of contemporary art which includes new media.

The George Eastman House Museum is a ninety-minute drive and specializes in all aspects of photography and imaging including new media.