Montgomery County Community College
ART 238
Animation I
3-2-2

COURSE DESCRIPTION:
This course is an introduction to the fundamental principles of animation. Conceptual skills related to timing, rhythm and motion are developed through exercises in drawn animation, with a progression to the introduction of basic digital animation tools. An emphasis will be placed on the development of personal style and solid craftsmanship in execution. An overview of the history of animation and professional working methods will be introduced. Screenings of complete shorts and/or excerpts of feature-length commercial and independent animation will be presented for evaluation and discussion. This course is subject to a course fee. Refer to http://mc3.edu/adm-fin-aid/paying/tuition/course-fees for current rates.

REQUISITES:
Previous Course Requirements
  − ART 111 Drawing I

Concurrent Course Requirements
None

LEARNING OUTCOMES Upon successful completion of this course, the student will be able to:	LEARNING ACTIVITIES	EVALUATION METHODS
1. Identify basic principles of animation.	Studio Work Lectures Demonstrations Assignments Group Discussions Critiques Library Research Internet Research Screenings	Individual and Group Critiques Portfolio Reviews
2. Demonstrate an understanding of timing and movement as it applies to animation.	Studio Work Lectures Demonstrations Assignments Group Discussions Critiques Library Research Internet Research Screenings	Individual and Group Critiques Portfolio Reviews

LEARNING OUTCOMES	LEARNING ACTIVITIES	EVALUATION METHODS
3. Develop sequential images in storyboards, key frames and "tweening."	Studio Work Lectures Demonstrations Assignments Library Research Internet Research Screenings	Individual and Group Critiques Portfolio Reviews
4. Produce basic animations using traditional and digital media	Studio Work Demonstrations Assignments Library Research Internet Research Screenings	Individual and Group Critiques Portfolio Reviews
5. Analyze and apply historical animation techniques.	Studio Work Lectures Demonstrations Assignments Group Discussions Critiques Library Research Internet Research Screenings	Individual and Group Critiques Portfolio Reviews
6. Measure and manipulate time and movement in animation.	Studio Work Lectures Demonstrations Assignments Group Discussions Critiques Library Research Internet Research Screenings	Individual and Group Critiques Portfolio Reviews
7. Demonstrate an understanding of how sound is used in animation.	Studio Work Lectures Demonstrations Assignments Group Discussions Critiques Library Research Internet Research Screenings	Individual and Group Critiques Portfolio Reviews

LEARNING OUTCOMES	LEARNING ACTIVITIES	EVALUATION METHODS
8. Make qualitative comparisons and contrasts between animations done by different artists.	Lectures Assignments Group Discussions Critiques Library Research Internet Research Screenings	Individual and Group Critiques Portfolio Reviews
9. Articulate, both verbally and in writing, critical assessment of the aesthetics of animations.	Lectures Demonstrations Assignments Group Discussions Critiques Library Research Internet Research Screenings	Individual and Group Critiques Portfolio Reviews

At the conclusion of each semester/session, assessment of the learning outcomes will be completed by course faculty using the listed evaluation method(s). Aggregated results will be submitted to the Associate Vice President of Academic Affairs. The benchmark for each learning outcome is that *70% of students will meet or exceed outcome criteria.*

SEQUENCE OF TOPICS:
1. Animation Principles
    a. Timing
    b. Rhythm
    c. Movement
2. Traditional Animation Techniques
    a. Flip books
    b. Zoetropes
    c. Hand drawn animation
3. Animation Aesthetics
    a. Historical Examples
    b. Contemporary Examples
4. Development Sequential Images
    a. Storyboard
    b. Key Frames
    c. Tweening
5. Digital Animation
    a. Introduction to Vector Based 2-D Animation Software
    b. Introduction to Pixel Based 2-D Animation and Video Software
6. Introduction to Professional Working Methods/Options for Continued Study

LEARNING MATERIALS:
Recommended Texts:
Laybourne, Kit. (1998). *The Animation Book*. Three Rivers Press.
    ISBN: 0-517-8860202.
Ulrich, Katherine. (2004). *Flash MX 2004 for Windows and Macintosh*. Peachpit Press.
    ISBN: 0-321-21344-0.
Yeung, Rosanna with Lynda Weinman. (2004). *Flash MX 2004 HOT (Hands on Training)*. Peachpit Press. (Or a text related to working with other 2D animation software)
White, Tony. (1998). *The Animator's Workbook*. Watson-Guptill Publications.
    ISBN: 0-8230-0229-2.

Magazines:
Animation Magazine
Animation World

Other learning materials may be required and made available directly to the student and/or via the College's Libraries and/or course management system.

COURSE APPROVAL:
Prepared by: Frank Short and Cheryl Gelover   Date: 1/2005
Approved by: John C. Flynn, Jr   Date: 5/2005
Revised by: Frank Short   Date: 5/17/2013
VPAA/Provost or designee Compliance Verification:
          Victoria L. Bastecki-Perez, Ed.D.   Date: 7/15/2013

Revised by: Cheryl Gelover   Date: 8/9/2017
VPAA/Provost or designee Compliance Verification:
          Victoria L. Bastecki-Perez, Ed.D.   Date: 8/9/2017

Revised by: Debbie Dalrymple   Date: 12/17/2017
VPAA/Provost or designee Compliance Verification: Date: 12/19/2017

This course is consistent with Montgomery County Community College's mission. It was developed, approved and will be delivered in full compliance with the policies and procedures established by the College.