

Montgomery County Community College  
 ART 240  
 Animation II  
 3-2-2

**COURSE DESCRIPTION:**

This course is a continuation of studies in drawn and digitally produced animation introduced in Animation I. Concepts and skills related to timing, rhythm and motion are further developed through projects designed to build proficiency in technical aspects of animation while challenging students' imagination in the development of a personal aesthetic.

An emphasis will be placed on narrative and/or conceptual content and solid craftsmanship in execution. Topics in animation history and professional working methods will be explored, with relevant screenings of complete shorts and/or excerpts of feature-length commercial and independent animation presented for evaluation and discussion. This course is subject to a course fee. Refer to <http://mc3.edu/adm-finaid/paying/tuition/course-fees> for current rates.

**REQUISITES:**

*Previous Course Requirements*

- ART 238 Animation I

*Concurrent Course Requirements*

None

LEARNING OUTCOMES Upon successful completion of this course, the student will be able to:	LEARNING ACTIVITIES	EVALUATION METHODS
1. Articulate, both verbally and in writing, assessments of the techniques and aesthetics of animated imagery by responding to noted historical and contemporary examples presented for evaluation.	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
2. Produce animation exercises such as a character model sheet, turns, walk cycle, and/or object morph, using a hybrid of traditional hand-drawn and digital media.	Studio Work Lectures Demonstrations Assignments Library Research Internet Research Screenings	Individual and Group Critiques Portfolio Reviews
3. Incorporate sound within animation projects through digital animation software.	Studio Work Demonstrations Assignments Library Research Internet Research Screenings	Individual and Group Critiques Portfolio Reviews
4. Execute short animated examples of personal work incorporating sound and original artwork, from sketch to storyboard, to appropriate completed digital files for viewing.	Studio Work Lectures Demonstrations Assignments Group Discussions Critiques Library Research Internet Research Screenings	Individual and Group Critiques Portfolio Reviews
5. Use appropriate technical specifications in creating file formats necessary for the delivery of animations for review and/or public screening.	Studio Work Lectures Demonstrations Assignments Group Discussions Critiques Library Research Internet Research Screenings	Individual and Group Critiques Portfolio Reviews
6. Integrate knowledge of options for further study of animation as a major, or for another relevant visual arts concentration into portfolio presentation.	Studio Work Lectures Demonstrations Assignments Group Discussions Critiques Library Research Internet Research	Individual and Group Critiques Selection of appropriate portfolio samples to meet stated goals. 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. Review of Animation Principles
  - a. Timing, Rhythm, Movement
  - b. Aesthetics
  - c. Content (narrative/conceptual)
2. Workflow: Traditional/Digital Animation Techniques
  - a. Sketches/Storyboarding
  - b. Hand-drawn animation/Digital image creation options
  - c. Soundtrack options
  - d. Options for digital animation generation
3. Animation Aesthetics
  - a. Historically relevant examples
  - b. Relevant contemporary examples
4. Professional Working Methods/Options for Continued Study
  - a. Technical requirements for delivery of animation for viewing
  - b. Review of options for further study as an Animation major
  - c. Review of options for further study in visual arts majors where animation may be relevant in enhancing a portfolio

#### Required Text:

Williams, Richard. (2012). *The Animator's Survival Kit: A Manual of Methods, Principles and Formulas for Classical, Computer, Games, Stop Motion and Internet Animators.*  
 Farrar, Straus and Giroux. ISBN: 978-0865478978

#### Magazines:

*Animation Magazine*  
*Cartoon Brew (online)*  
*Animation World Network (online)*

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: Cheryl Gelover

Date: 3/27/2018

VPAA/Provost or designee Compliance Verification:

Date: 4/9/2018



*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.*