Revised 1/2012

NVCC COLLEGE-WIDE COURSE CONTENT SUMMARY
ART 203 – ANIMATION I (3 CR.)

Course Description
Introduces the student to the basic techniques of animation, combining traditional and computer-generated skills. Teaches theoretical elements of the aesthetics of sequential imagery. Provides practical experience in two-dimensional animation. Exposes the student to a variety of animation techniques through lectures, presentations, classroom work, and outside assignments. Part I of II. Lecture 2 hours. Studio instruction 2 hours. Total 4 hours per week.

General Course Purpose
Teaches the concepts and techniques of basic, two-dimensional animation, both traditional and computer generated. Through hands-on experience the student will develop awareness and appreciation of well-designed animated productions, and give the student historical and current perspectives.

Course Prerequisites/Co-requisites
Prerequisite is ART 121 Drawing I.

Course Objectives
Upon successful completion of this course, students will be able to:

- Recognize the underlying concepts of animation and compare storytelling with temporal imagery to other forms of narrative art
- Develop a plot/storyline and translate it to visual terms through the use of storyboards, drawing, imagery, and digital scripting
- Create basic animated productions using current animation software
- Understand and use the vocabulary associated with animation
- Recognize what elements create successful animation

Major Topics to be Included

- Storyboarding and plot development
- Character development (traditional and computer generated)
- Backgrounds
- Key drawings and key frames
- Tweening
- Looping
- Tempo
- Scripting
- Types of animation in the field