

NOVA 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 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/Corequisites

Prerequisites: ART 121 and ART 140.

Course Objectives

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

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

Major Topics to be Included

- a) Storyboarding and plot development and Scripting
- b) Character development (traditional and computer generated)
- c) Backgrounds
- d) Frame to Frame Animation
- e) Looping
- f) Tempo
- g) Types of animation in the field