DATE OF LAST REVIEW: 02/2013

CIP CODE: 10.0304

SEMESTER: Departmental Syllabus

COURSE TITLE: Introduction to Animation

COURSE NUMBER: MMVP0150

CREDIT HOURS: 3

INSTRUCTOR: Departmental Syllabus

OFFICE LOCATION: Departmental Syllabus

OFFICE HOURS: Departmental Syllabus

TELEPHONE: Departmental Syllabus

EMAIL: KCKCC issued email accounts are the official means for electronically communicating with our students.

PREREQUISITES: MMVP0130

REQUIRED TEXT AND MATERIALS: Please check with the KCKCC bookstore, http://www.kckccbookstore.com/, for the required texts for your particular class.

COURSE DESCRIPTION: The fundamentals of digital animation will be studied including key events in history, image creation, alternative input devices, timing, character construction and animation, walk cycles, lip sync as well as story boards and staging.

METHOD OF INSTRUCTION: A variety of instructional methods may be used depending on the content area. These include but are not limited to: lecture, multimedia, cooperative learning, labs and demonstrations, projects and presentations, speeches, debates and panels, conferencing, learning experiences outside the classroom and performance. Methodology will be selected to best meet student needs.

COURSE OUTLINE:
I. Introduction to Animation
   A. History of Traditional Animation
   B. The Production Process
   C. Pre-Production
   D. Animation
   E. Ink and Paint
   F. Post-Production
   G. Digital Animation
II. The Importance of Timing in Animation

III. Arcs and Path of Action
   A. Laws of Motion and Easing
   B. Keyframes, In-betweens and Timing

IV. Pose-to-pose vs. Straight-ahead Animation

V. Anticipation, Drag and Overlapping Action
   A. Anticipation
   B. Drag and Overlapping Action

VI. Character Construction
   A. Animating a Jumping Character
   B. Animating a Walk Cycle
   C. Analyzing the Walk
   D. Walk Cycles

VII. Basic Multiplaning and Scene Planning
   A. Creating Motion and Depth
   B. Computerized Multiplaning

VIII. The Take
   A. Visual Break-Down and Lip-Sync
   B. Phrasing and Lip Sync

IX. Storyboard and Staging
   A. Creating a Good storyboard
   B. Identifying the elements or staging using story boarding.

EXPECTED LEARNER OUTCOMES:
A. Upon successful completion of the course the student will be able to identify key events in the history of animation
B. Upon successful completion of the course the student will be able to explain the production process
C. Upon successful completion of the course the student will be able to identify the importance of timing in animation
D. Upon successful completion of the course the student will be able to identify the laws of motion and apply them to timing
E. Upon successful completion of the course the student will be able to animate using anticipation, overlaps and walk cycles
F. Upon successful completion of the course the student will identify the components of a character construction sheet
G. Upon the successful completion of the course the student will be able to design multiplane scenes with camera moves
H. Upon successful completion of the course the student will be able to apply phrasing and phonemes to lip-syncing
I. Upon successful completion of the course the student will be able to identify the elements of a well designed storyboard

COURSE COMPETENCIES:
The student will be able to identify key events in the history of animation
   1. The student will explain persistence of vision and its impact on animation
   2. The student will analyze the impact of cel layering, rotoscoping, and multiplane cameras on animation

The student will be able to explain the production process
   3. The student will identify process and personnel involved in the three steps of The Production Process
   4. The student will apply the production process to digital animation

The student will be able to identify the importance of timing in animation
   5. The student will analyze motion physics and its impact on characterization

The student will be able to identify the laws of motion and apply them to timing
   6. The student will apply real world physics to animations
   7. The student will analyze the impact of frame per second on timing
The student will be able to animate using anticipation, overlaps and walk cycles
8. The student will identify the impact of anticipation on characterization and timing
9. The student will identify the impact of drag and overlapping action on characterization and timing
10. The student will apply anticipation, drag and overlapping action to a bouncing ball

The student will identify the components of a character construction sheet
11. The student will create a basic shape character drawn from multiple views
12. The student will analyze the elements of motion involved in animating a jumping character
13. The student will deconstruct and analyze a walk cycle

The student will be able to design multiplane scenes with camera moves
14. The student will create the illusion of motion and depth
15. The student will identify the axis of motion

The student will be able to apply phrasing and phonemes to lip-syncing
16. The student will identify “Take shots” to convey emotion
17. The student will apply visual break-down techniques analyze character speech
18. The student will design character phrasing and Lip-Sync

The student will be able to identify the elements of a well designed storyboard
19. The student will use storyboarding to plan each shot
20. The student will analyze the impact of the storyboard on pacing
21. The student will identify the layout of elements or staging by using storyboarding.

ASSSESSMENT OF LEARNER OUTCOMES:
1. Attendance and participation is required
2. Completion of all assigned projects
3. Completion of all quizzes

SPECIAL NOTES:
This syllabus is subject to change at the discretion of the instructor. Material included is intended to provide an outline of the course and rules that the instructor will adhere to in evaluating the student’s progress. However, this syllabus is not intended to be a legal contract. Questions regarding the syllabus are welcome any time.

Kansas City Kansas Community College is committed to an appreciation of diversity with respect for the differences among the diverse groups comprising our students, faculty, and staff that is free of bigotry and discrimination. Kansas City Kansas Community College is committed to providing a multicultural education and environment that reflects and respects diversity and that seeks to increase understanding.

Kansas City Kansas Community College offers equal educational opportunity to all students as well as serving as an equal opportunity employer for all personnel. Various laws, including Title IX of the Educational Amendments of 1972, require the college’s policy on non-discrimination be administered without regard to race, color, age, sex, religion, national origin, physical handicap, or veteran status and that such policy be made known.

Kansas City Kansas Community College complies with the Americans with Disabilities Act. If you need accommodations due to a documented disability, please contact the Director of the Academic Resource Center at (913) 288-7670 V/TDD.