

DES M141: ANIMATION BASICS

Originator

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College

Moorpark College

Attach Support Documentation (as needed)

Basic_Character_Animation_rev.docx

Discipline (CB01A)

DES - Design

Course Number (CB01B)

M141

Course Title (CB02)

Animation Basics

Banner/Short Title

Animation Basics

Credit Type

Credit

Honors

No

Start Term

Fall 2022

Catalog Course Description

Focuses on fundamental principles of animation, study of the basic theory and mechanics of the discipline and development of simple animation. Includes storyboarding, visual storytelling, character development and environments. Applies techniques such as stop-motion, onionskin, and follow-through using industry-standard software used for animation development.

Taxonomy of Programs (TOP) Code (CB03)

0614.40 - *Animation

Course Credit Status (CB04)

D (Credit - Degree Applicable)

Course Transfer Status (CB05) (select one only)

A (Transferable to both UC and CSU)

Course Basic Skills Status (CB08)

N - The Course is Not a Basic Skills Course

SAM Priority Code (CB09)

D - Possibly Occupational

Course Cooperative Work Experience Education Status (CB10)

N - Is Not Part of a Cooperative Work Experience Education Program

Course Classification Status (CB11)

Y - Credit Course

Educational Assistance Class Instruction (Approved Special Class) (CB13)

N - The Course is Not an Approved Special Class

Course Prior to Transfer Level (CB21)

Y - Not Applicable

Course Noncredit Category (CB22)

Y - Credit Course

Funding Agency Category (CB23)

Y - Not Applicable (Funding Not Used)

Course Program Status (CB24)

1 - Program Applicable

General Education Status (CB25)

Y - Not Applicable

Support Course Status (CB26)

N - Course is not a support course

Field trips

Will not be required

Grading method

(L) Letter Graded

Alternate grading methods

(O) Student Option- Letter/Pass

(E) Credit by exam, license, etc.

(P) Pass/No Pass Grading

Does this course require an instructional materials fee?

No

Repeatable for Credit

No

Is this course part of a family?

No

Units and Hours

Carnegie Unit Override

No

In-Class

Lecture

Minimum Contact/In-Class Lecture Hours

35

Maximum Contact/In-Class Lecture Hours

35

Activity**Laboratory****Minimum Contact/In-Class Laboratory Hours**

52.5

Maximum Contact/In-Class Laboratory Hours

52.5

Total in-Class**Total in-Class****Total Minimum Contact/In-Class Hours**

87.5

Total Maximum Contact/In-Class Hours

87.5

Outside-of-Class**Internship/Cooperative Work Experience****Paid****Unpaid****Total Outside-of-Class****Total Outside-of-Class****Minimum Outside-of-Class Hours**

70

Maximum Outside-of-Class Hours

70

Total Student Learning**Total Student Learning****Total Minimum Student Learning Hours**

157.5

Total Maximum Student Learning Hours

157.5

Minimum Units (CB07)

3

Maximum Units (CB06)

3

Prerequisites

DES M121 (formerly MM M10) or suitable portfolio

Entrance Skills**Entrance Skills**

DES M121 (formerly MM M10)

Prerequisite Course Objectives

DES M121-discuss the artistic and technological aspects of digital media in both historical and contemporary contexts.

DES M121-demonstrate the ability to present and discuss work in a professional manner, using appropriate digital media vocabulary.

DES M121-apply pre-visualization techniques to communicate design concepts for print and screen.

DES M121-create and edit media using industry-standard software applications.

DES M121-identify and explore career and educational paths in digital media.

DES M121-apply professional workflows for designing and producing digital media from conception to completion.

DES M121-identify aesthetic, technological, and social criteria, as well as professional ethics, in evaluating digital media.

Requisite Justification

Requisite Type

Prerequisite

Requisite

DES M121 (formerly MM M10) course.

Requisite Description

Course in a sequence

Level of Scrutiny/Justification

Part of a sequence of courses in a certificate of completion or a certificate of competency (noncredit only)

Student Learning Outcomes (CSLOs)

Upon satisfactory completion of the course, students will be able to:

- | | |
|---|---|
| 1 | demonstrate the twelve basic principles of animation. |
| 2 | demonstrate skills in the use of industry-standard animation software. |
| 3 | produce a professional level animation demonstrating an understanding of visual storytelling. |

Course Objectives

Upon satisfactory completion of the course, students will be able to:

- | | |
|---|--|
| 1 | explore basic principles of animation, visual storytelling and storyboarding. |
| 2 | identify process, techniques and learning resources in animation across applicable industry sectors. |
| 3 | acquire competent knowledge and skills in various design and animation media, concepts and methodologies. |
| 4 | apply storyboard and cinematic principles that enhance clear communication, staging & visual presentation. |
| 5 | assess own aesthetic approach by critical self-analysis and investigation of peers' concepts, thematic structures or other elements of interest. |
| 6 | apply animation techniques to design, produce and publish an animation project. |
| 7 | analyze and critique, orally and in writing, own and peers' animation projects. |
| 8 | compile all steps in a design process book, including your concept development, research, reference materials, story development, and character design in preparation for the final animation project. |

Course Content

Lecture/Course Content

(5%) 1. Brief history of animation including types of animation

(5%) 2. Animation terminology

(10%) 3. Principles of Animation

(20%) 4. Animation software workspace and interface features

- Adobe Illustrator
- Adobe Photoshop
- Adobe Character Animator
- Adobe After Effect

(50%) 5. Design & Production Plan: Story idea, script, storyboard to final animation

- Creating and preparing documents
- Staging: using symbols, assets, and effects
- Timing, keyframes and tweening
- Vector animations and movie clips

- Using text elements
- Understanding and using animation coding

(10%) 6. Evaluation and Promotion

- Critique animation projects
- Testing and publishing
- Promotion and Marketing

Laboratory or Activity Content

(50%) 1. Animation concepts, development and production for science, media, and entertainment

(15%) 2. Project critiques based on a standard rubric

(35%) 3. Individual and collaborative image editing, digital illustration and animation exercises

Methods of Evaluation

Which of these methods will students use to demonstrate proficiency in the subject matter of this course? (Check all that apply):

Written expression
Skills demonstrations

Methods of Evaluation may include, but are not limited to, the following typical classroom assessment techniques/required assignments (check as many as are deemed appropriate):

Graphic/architectural designs
Group projects
Individual projects
Portfolios
Reports/papers
Skills demonstrations

Instructional Methodology

Specify the methods of instruction that may be employed in this course

Audio-visual presentations
Case studies
Class activities
Class discussions
Collaborative group work
Demonstrations
Distance Education
Group discussions
Instructor-guided interpretation and analysis
Instructor-guided use of technology
Internet research
Lecture
Practica
Small group activities

Describe specific examples of the methods the instructor will use:

1. Computer-aided presentation and lecture about timing, keyframes and tweening.
2. Case study and class discussion about historical and contemporary examples of memorable animations.
3. Demonstration on importing vector character illustrations and animating them in After Effects.

Representative Course Assignments

Writing Assignments

1. Evaluate, in writing, animation artifacts utilizing the critique process.
2. Construct a story that utilizes character, setting, problem, a sequence of events, solution, main idea or moral, and personal connection.

Critical Thinking Assignments

1. Analyze examples of contemporary animations in the context of societal and cultural concerns.
2. Compare and contrast students' work with the work of a historical or contemporary animator.

Reading Assignments

1. Read selected magazine articles such as "Best Animation Advertisements from Around the World" from Motioncue magazine (2020).
2. Read and discuss case studies about animation development from the textbook.

Skills Demonstrations

1. Use anticipation, exaggeration and balance to show weight in After Effects.
2. Create a beginning puppet animation.

Outside Assignments**Representative Outside Assignments**

1. Explore your environment with the camera; search for the backdrop for your animation.
2. Produce a detailed storyboard for the animation.

Articulation**C-ID Descriptor Number**

DMGR Animal Basics

Status

Aligned

Equivalent Courses at 4 year institutions

University	Course ID	Course Title	Units
CSU Channel Islands	ART 206	Animation	3
CSU East Bay	ART 244	Animation I	3
CSU Northridge	ART 263	Animation I	3

Equivalent Courses at other CCCs

College	Course ID	Course Title	Units
Allan Hancock College	ART 115	Introduction to Animation	3
Bakersfield College	ART B44	Animation I	3
College of the Canyons	MEA 106	Introduction to Animation	3

District General Education**A. Natural Sciences****B. Social and Behavioral Sciences****C. Humanities****D. Language and Rationality****E. Health and Physical Education/Kinesiology****F. Ethnic Studies/Gender Studies****Course is CSU transferable**

Yes

CSU Baccalaureate List effective term:

F2022

CSU GE-Breadth**Area A: English Language Communication and Critical Thinking****Area B: Scientific Inquiry and Quantitative Reasoning****Area C: Arts and Humanities****Area D: Social Sciences****Area E: Lifelong Learning and Self-Development****Area F: Ethnic Studies****CSU Graduation Requirement in U.S. History, Constitution and American Ideals:****UC TCA**UC TCA
ProposedDate Proposed:
6/2022**IGETC****Area 1: English Communication****Area 2A: Mathematical Concepts & Quantitative Reasoning****Area 3: Arts and Humanities****Area 4: Social and Behavioral Sciences****Area 5: Physical and Biological Sciences****Area 6: Languages Other than English (LOTE)****Textbooks and Lab Manuals****Resource Type**

Websites

Description**Skillshare** (<https://www.skillshare.com>)**Coursera** (<https://www.coursera.org/>)**Udemy** (<https://www.udemy.com/>)**and other training & tutorial video resources****Resource Type**

Textbook

Classic Textbook

No

DescriptionBlock, Bruce. *The Visual Story: Seeing the Structure of Film, TV and Digital Media*. 3rd ed., Routledge, 2021.

Resource Type

Textbook

Classic Textbook

No

Description

Shaw, Austin. *Design for Motion: Fundamentals and Techniques of Motion Design*. 2nd ed., Routledge, 2019.

Resource Type

Textbook

Classic Textbook

No

Description

Williams, Richard. *The Animator's Survival Kit: A Manual of Methods, Principles and Formulas for Classical, Computer, Games, Stop Motion and Internet Animators*. Revised ed., Farrar, Straus and Giroux, 2012.

Description

Johnston, Ollie and Frank Thomas. *The Illusion of Life: Disney Animation*. Disney Editions, 1995.

Library Resources

Assignments requiring library resources

Research character development and animation using the Library's print and online resources.

Sufficient Library Resources exist

Yes

Example of Assignments Requiring Library Resources

Research and write a paper about the historical context and the core concepts behind multimedia analyzing the contributions and visions of scientists like Vannevar Bush, Douglas Englebart, and Norbert Wiener, and artists like John Cage, Nam June Paik, and William Gibson.

Distance Education Addendum

Definitions

Distance Education Modalities

- Hybrid (1%–50% online)
- Hybrid (51%–99% online)
- 100% online

Faculty Certifications

Faculty assigned to teach Hybrid or Fully Online sections of this course will receive training in how to satisfy the Federal and state regulations governing regular effective/substantive contact for distance education. The training will include common elements in the district-supported learning management system (LMS), online teaching methods, regular effective/substantive contact, and best practices.

Yes

Faculty assigned to teach Hybrid or Fully Online sections of this course will meet with the EAC Alternate Media Specialist to ensure that the course content meets the required Federal and state accessibility standards for access by students with disabilities. Common areas for discussion include accessibility of PDF files, images, captioning of videos, Power Point presentations, math and scientific notation, and ensuring the use of style mark-up in Word documents.

Yes

Regular Effective/Substantive Contact

Hybrid (1%–50% online) Modality:

Method of Instruction	Document typical activities or assignments for each method of instruction
Asynchronous Dialog (e.g., discussion board)	Discussion Forums will be used to disseminate course-wide information and facilitate ongoing collaborative course work. Students may also use the Discussion Forums to solicit help from the instructor and other students. Discussions may also be graded encouraging students to participate in the class.
E-mail	Email is a tool primarily used for course-wide updates and individual student contact. Students and the instructor can privately contact each other with questions, concerns.
Other DE (e.g., recorded lectures)	The instructor can provide text, presentation slides, audio/visual material, assignment examples, tutorials (which may be live or recorded), and links to supplemental publications, articles, and websites.

Hybrid (51%–99% online) Modality:

Method of Instruction	Document typical activities or assignments for each method of instruction
Asynchronous Dialog (e.g., discussion board)	Discussion Forums will be used to disseminate course-wide information and facilitate ongoing collaborative course work. Students may also use the Discussion Forums to solicit help from the instructor and other students. Discussions may also be graded encouraging students to participate in the class.
E-mail	Email is a tool primarily used for course-wide updates and individual student contact. Students and the instructor can privately contact each other with questions, concerns.
Other DE (e.g., recorded lectures)	The instructor can provide text, presentation slides, audio/visual material, assignment examples, tutorials (which may be live or recorded), and links to supplemental publications, articles, and websites.

100% online Modality:

Method of Instruction	Document typical activities or assignments for each method of instruction
Asynchronous Dialog (e.g., discussion board)	Discussion Forums will be used to disseminate course-wide information and facilitate ongoing collaborative course work. Students may also use the Discussion Forums to solicit help from the instructor and other students. Discussions may also be graded encouraging students to participate in the class.
E-mail	Email is a tool primarily used for course-wide updates and individual student contact. Students and the instructor can privately contact each other with questions, concerns.
Other DE (e.g., recorded lectures)	The instructor can provide text, presentation slides, audio/visual material, assignment examples, tutorials (which may be live or recorded), and links to supplemental publications, articles, and websites.

Examinations

Hybrid (1%–50% online) Modality

Online

Hybrid (51%–99% online) Modality

Online

Primary Minimum Qualification

MULTIMEDIA

Additional Minimum Qualifications

Minimum Qualifications

Graphic Arts

Review and Approval Dates

Department Chair

05/05/2021

Dean

05/07/2021

Technical Review

09/16/2021

Curriculum Committee

10/19/2021

DTRW-I

10/28/2021

Curriculum Committee

MM/DD/YYYY

Board

MM/DD/YYYY

CCCCO

12/14/2021

DOE/accreditation approval date

MM/DD/YYYY