



## SADDLEBACK COLLEGE

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**Discipline: Animation**

**Date Submitted: 4/30/14**

### ARTICULATION DIGITAL ANIMATION

<p><b>General Course Title: Saddleback College:</b> Digital Animation – GD 150  <b>South Coast ROP:</b> Capistrano Valley High School - Art of Animation</p>	
<p><b>General Course Description:</b>          Introduction to 2D animation from concept to finished movie. Areas covered should include historical perspective, principles of animation, narrative development, story boarding, character development and basic 2D computer aided drawing and animation skills for use in creating 2D animation.</p>	
<p><b>College Prerequisite(s):</b></p>	<p><b>HS/ROCP Prerequisite(s):</b></p>
<p><b>Advisories/Recommendations:</b></p>	
<p><b>Course Content:</b>          Objective:          Students will develop a historical perspective and gain hands-on experience in 2D drawing and animation development.</p> <ul style="list-style-type: none"> <li>A. Explore the evolution of animation from a historical and cultural perspective including:             <ul style="list-style-type: none"> <li>1. Major animators</li> <li>2. Major studios</li> <li>3. Important Milestones</li> <li>4. Cultural influences</li> </ul> </li> <li>B. Identify and apply the twelve principles of animation through hands-on projects.</li> <li>C. Demonstrate an understanding of how to use the tools and equipment of the 2D animator including:             <ul style="list-style-type: none"> <li>1. File Management and Naming Conventions</li> <li>2. Production pipeline overview</li> <li>3. 2D digital drawing tools (pressure sensitive tablet and pen)</li> </ul> </li> <li>D. Apply different methods of creating 2D imagery including the differences and uses of vector and raster/bitmapped graphics</li> <li>E. Understand the concept of a timeline for animation.</li> <li>F. Apply frame by frame or key frame animation as properly applicable to the animation situation</li> <li>G. Demonstrate an understanding of 2D drawing and animation skills through hands-on projects</li> <li>H. Demonstrate an understanding of the process of critique, evaluation and revision based on feedback from others.</li> </ul>	

**Competencies and Skill Requirements (Use additional pages as necessary.) Where appropriate, please incorporate standards being used (e.g. CTE standards).**

***At the conclusion of this course, the student should be able to:***

- A. Develop knowledge, aesthetic appreciation and understanding of animation
- B. Express an understanding of the historical development and cultural roles that animation plays in society.
- C. Demonstrate personal creativity and the ability to use animation as a method of communication.
- D. Demonstrate the ability to think critically, analyze and apply reasoning skills by successfully solving problems in group or individual projects.
- E. Develop and refine skills in 2D, computer aided animation production.
- F. Communicate creative intent, motivation and design choices to critics and diverse audiences.
- G. Demonstrate the tools of the 2D animator

**Measurement Methods (include any industry certification or licensure):**

- A. Quizzes
- B. Written Assessments
- C. Tests
- D. Projects (team or individual)
- E. Portfolio Assessment
- F. Demonstrations (Hands-on)

**Sample Textbooks or Other Support Materials (including Software):**

Animator's Survival Kit- Richard Williams

Illusion of Life- Frank Thomas and Ollie Johnston

Art of Storyboarding- Don Bluth

Reference manuals as applicable to each software applications

Other supporting training DVDs

**Discipline Work Group (DWG) Comments:**

**DWG Facilitator's Signature:**

**Date:**

[Office use only.]

**TOPs Code:**

[Office use only.]

**Internal Tracking Number:**

**Date Accepted by Steering Committee:**

**Saddleback College**

**School/ROP**

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