LAST REVIEW	Fall 2022
COURSE TITLE	Introduction to Animation
COURSE NUMBER	MMVP 0150
DIVISION	Career and Technical Education
DEPARTMENT	MMVP
CIP CODE	24.0101
CREDIT HOURS	3
CREDIT HOUR BREAKDOWN	Class: 1 Lab: 4
PREREQUISITES	None
COREQUISITES	None

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.

PROGRAM LEARNING OUTCOMES

1. The student will define the hardware and interactive requirements that comprise multimedia
2. The student will compare and contrast technical developments in multimedia and their impact on society
3. The student will create digital audio, digital still images and video images that exemplify the elements and principles of professional level asset acquisition
4. The student will edit original digital content including audio, video and still images
5. The student will create original content by applying the elements and principles of aesthetics and design
6. The student will demonstrate the ethical use of video, audio and copyright law to their creation of media.
7. The student will evaluate the time, scope and medium requirements of multiple projects and create a plan that will result in the on-time completion
8. The student will analyze the scope and medium requirements of multimedia projects, project a completion date and submit the finished work by that date

TEXTBOOKS

http://kckccbookstore.com/

METHOD OF INSTRUCTION

A variety of instructional methods may be used depending on content area. These include but are not limited to: lecture, multimedia, cooperative/collaborative learning, labs and demonstrations,

projects and presentations, speeches, debates, panels, conferencing, performances, and learning experiences outside the classroom. 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 Sceneplanning
    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.

COURSE LEARNING OUTCOMES AND COMPETENCIES
Upon successful completion of this course, the student will:

A. Identify key events in the history of animation
    1. Explain persistence of vision and its impact on animation
    2. Analyze the impact of cel layering, rotoscoping, and multiplane cameras on animation

B. Explain the production process
    3. Identify process and personnel involved in the three steps of The Production Process
    4. Apply the production process to digital animation

C. Identify the importance of timing in animation

5. Analyze motion physics and its impact on characterization

D. Identify the laws of motion and apply them to timing
6. Apply real world physics to animations
7. Analyze the impact of frame per second on timing

E. Animate using anticipation, overlaps and walk cycles
8. Identify the impact of anticipation on characterization and timing
9. Identify the impact of drag and overlapping action on characterization and timing
10. Apply anticipation, drag and overlapping action to a bouncing ball

F. Identify the components of a character construction sheet
11. Create a basic shape character drawn from multiple views
12. Analyze the elements of motion involved in animating a jumping character
13. Deconstruct and analyze a walk cycle

G. Design multiplane scenes with camera moves
14. Create the illusion of motion and depth
15. Identify the axis of motion

H. Apply phrasing and phonemes to lip-syncing
16. Identify "Take shots" to convey emotion
17. Apply visual break-down techniques analyze character speech
18. Design character phrasing and Lip-Sync

I. Identify the elements of a well designed storyboard
19. Use storyboarding to plan each shot
20. Analyze the impact of the storyboard on pacing
21. Identify the layout of elements or staging by using storyboarding.

ASSESSMENT OF COURSE LEARNING OUTCOMES AND COMPETENCIES
Student progress is evaluated through both formative and summative assessment methods. Specific details may be found in the instructor's course information document.

COLLEGE POLICIES AND PROCEDURES
Student Handbook
https://www.kckcc.edu/files/docs/student-resources/student-handbook-and-code-of-conduct.pdf

College Catalog
https://www.kckcc.edu/academics/catalog/index.html

College Policies and Statements
https://www.kckcc.edu/about/policies-statements/index.html

Accessibility and Accommodations
https://www.kckcc.edu/academics/resources/student-accessibility-support-services/index.html.