

DRAWING FOR ANIMATION

06.03.2019

WITH STUDENT LEARNING OUTCOMES

Drawing for Animation (AN209, 3 credits)

Course Description:

This course is designed to develop an understanding of what is required for an animation portfolio. Drawing sessions cover movement, acting, character development, drapery (clothing and costume), and drawing from the imagination. In addition to these aspects of animation, students will continue to develop their understanding of perspective, proportion, and composition as it relates to characters, objects, and environments.

Prerequisite: Drawing I

Students will:

1. Use line and systems of measurements to create form and volume. (PC 1, 2)
2. Demonstrate a three-dimensional knowledge of the human figure and characters. (PC 1, 2)
3. Convey balance, motion and the effect of gravity on characters and objects. (PC 2)
4. Create and use quantitative systems to create effective backgrounds using rules of perspective and place animated figures in cohesive landscape and perspective space. (PC 1, 2, 3)
5. Demonstrate knowledge of a professional studio practice. (PC 5)

Required Texts: There is no required text for this course.

Supplementary Readings: None

Supplies:

- Personal sketchbook, approx. 7" x 10" (\$5.00)
- Homework sketchbook, 11" x 14" (\$10.00)
- Classroom drawing pad, 18" x 24" (inexpensive sketch paper, **NO NEWSPRINT**) (\$11.00)
- Pencils, 2B to 6B and sharpener (woodless pencils work well) (included in art kit)
- Masonite drawing board to fit 18" x 24" pad (included in art kit)
- Bulldog clips (included in art kit)
- Kneaded erasers (included in art kit)
- Large, inexpensive portfolio (included in art kit)