

CHARACTER ANIMATION

06.03.2019

WITH STUDENT LEARNING OUTCOMES

Character Animation (AN222, 3 credits) – 2D Elective

Course Description:

This course expands upon the foundation from the Animation I course and offers students a “toolbox” of techniques and insights with which to build their craft as animators. Classes combine demonstration and discussion of techniques and theory with analytical screenings, which illustrate the same. Students engage in action analysis and lip sync exercises to progressively develop their skills for effectively controlling a character’s performance. The end of this course focuses on the creation of an original animated short from concept and design through all phases of production. Studio work focuses on traditional techniques, though the skills learned are applicable to all animation methods.

Prerequisite: Animation I and Storyboarding & Storytelling

Students will:

1. Demonstrate the ability to control timing and spacing in character performance. (PC 2, 3)
2. Calculating distance with measurement for believable walk cycles. (PC 2, 3)
3. Apply the knowledge of sync sound and dialogue to animation. (PC 3)
4. Demonstrate the ability to work as part of a production team. (PC 4, 5)
5. Create an original animated short through all phases of production. (PC 4)

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

Supplementary Readings:

The Animator’s Survival Kit: Expanded Edition, Richard Williams, Faber and Faber, 2012. ISBN: 086547897X (\$22.00)

Cartoon Animation, Preston Blair, Laguna Hills: Walter Foster, 1994. ISBN: 1560100842 (\$16.00)

Character Animation Crash Course!, Eric Goldberg, Silman-James Press, 2008. ISBN: 1879505975 (\$21.00)

Supplies:

- Small Portable Light Box (\$70.00)
- A 500 sheet ream of printing paper, 8.5x11 inches (\$6.00)
- Toshiba Canvio Advance 1TB Portable External Hard Drive USB 3.0 (\$54.00)
- Variety of Pencils (included in art kit)
- Eraser (included in art kit)