

EXPERIMENTAL ANIMATION

06.03.2019

WITH STUDENT LEARNING OUTCOMES

Experimental Animation (AN226, 3 credits) – 3D Elective

Course Description:

This course expands on the ‘under the camera’ techniques introduced in the Animation I course by allowing students to develop alternative and innovative approaches to animation and filmmaking. 3D Animation track students investigate the use of materials and methods while exploring the possibilities of moving images in narrative and non-narrative styles. Many projects will include discussion on techniques and concepts found in film history and video art.

Prerequisite: Animation I

Students will:

1. Create animated and live action projects with an emphasis on alternative processes including pixilation, paint-on-glass, and rotoscoping techniques. (PC 2,3,4)
2. Manipulate still images, video, and sound using postproduction software. (PC 2,3)
3. Apply traditional narrative and non-narrative structures to animation through imagery and sound. (PC 1,3,4)
4. Collaborate on projects that simulate the workflow of a studio environment. (PC 5)
5. Create an animated short film. (PC 1,2,3)

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

Supplementary Readings:

The Film Work of Norman McLaren, Terence Dobson, John Libbey Publishing, 2007. ISBN: 0861966562 (\$38.00)

Experimental Animation, Robert Russett & Cecile Starr, Da Capo Press, 1988. ISBN: 0306803143 (\$25.00)

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)
- Construction Paper (included in art kit)
- Scissors (included in art kit)
- Rubber Cement (included in art kit)
- Brushes (included in art kit)