



**COWLEY COLLEGE
& Area Vocational Technical School**

COURSE PROCEDURE FOR

**Introduction to Animation
ART2155 3 Credit Hours**

Student Level:

This course is open to students on the college level in either the freshman or the sophomore year.

Catalog Description:

ART2155 – INTRO TO ANIMATION (3 hr)

In this course students will learn all aspects of traditional 2 dimensional animation, including flipbook, cell, puppet and claymation. This 3 credit hour standard class will consist of exercises and projects in traditional animation along with history lectures.

Prerequisites:

None (ART2126 Foundation Drawing 1 preferred)

Controlling Purpose:

In this course, students will learn all aspects of traditional 2-dimensional animation, including flipbook, cell, puppet and Claymation. Students will learn the history of animation as an art form and business. Students will explore the key principles of animation and learn the rules of filmmaking. Experimental animation will be integrated into the course using various artistic mediums.

Learner Outcomes:

Upon successful completion of this course, the student will be able to do the following:

- Define traditional animation.
- Identify and describe the traditional animation production process.
- Define the business aspects of traditional animation.
- Discuss the rules of filmmaking.
- Discuss principles of animation.
- Develop step-by-step animation.
- Examine how to finesse traditional animation.
- Employ a basic understanding of stop motion and experimental animation.

Units Outcomes and Criterion Based Evaluation Key for Core Content:

The following outline defines the minimum core content not including the final examination period. Instructors may add other material as time allows.

Evaluation Key:

- A = All major and minor goals have been achieved and the achievement level is considerably above the minimum required for doing more advanced work in the same field.

- = All major goals have been achieved, but the student has failed to achieve some of the less important goals. However, the student has progressed to the point where the goals of work at the next level can be easily achieved.
 - = All major goals have been achieved, but many of the minor goals have not been achieved. In this grade range, the minimum level of proficiency represents a person who has achieved the major goals to the minimum amount of preparation necessary for taking more advanced work in the same field, but without any major handicap of inadequacy in his background.
 - = A few of the major goals have been achieved, but the student's achievement is so limited that he is not well prepared to work at a more advanced level in the same field.
- F = Failing, will be computed in GPA and hours attempted.
 N = No instruction or training in this area.

Intro to Animation						
Outcomes: Upon completion of the unit, the students will be able to define the history and utilize basic techniques of traditional and stop motion animation						
A	B	C	D	F	N	Specific Competencies - Demonstrate the ability to:
						Define "traditional animation."
						Identify and describe the traditional animation process.
						Describe and illustrate character design.
						Identify and describe the business aspects of traditional animation.
						Describe the rules of filmmaking.
						Demonstrate creation and use of storyboards and animatics.
						Describe and explain the principles of animation.
						Describe the components of traditional animation.
						Finesse traditional animation.
						Demonstrate a basic understanding of stop-motion and experimental animation in projects and exercises.
						Describe the history and evolution of animation.
						Demonstrate a pencil test.

Projects Required:

Mid-term project
Final Project

Textbook:

Contact Bookstore for current textbook.

Materials/Equipment Required:

Drawing paper, light table, pencil, computer, animation software, camera & modeling clay.

Attendance Policy:

Students should adhere to the attendance policy outlined by the instructor in the course syllabus.

Grading Policy:

The grading policy will be outlined by the instructor in the course syllabus.

Maximum class size:

Based on classroom occupancy.

Course Time Frame:

The U.S. Department of Education, Higher Learning Commission and the Kansas Board of Regents define credit hour and have specific regulations that the college must follow when developing, teaching and assessing the educational aspects of the college. A credit hour is an amount of work represented in intended learning outcomes and verified by evidence of student achievement that is an institutionally-established equivalency that reasonably approximates not less than one hour of classroom or direct faculty instruction and a minimum of two hours of out-of-class student work for approximately fifteen weeks for one semester hour of credit or an equivalent amount of work over a different amount of time. The number of semester hours of credit allowed for each distance education or blended hybrid courses shall be assigned by the college based on the amount of time needed to achieve the same course outcomes in a purely face-to-face format.

Refer to the following policies:

[402.00 Academic Code of Conduct](#)

[263.00 Student Appeal of Course Grades](#)

[403.00 Student Code of Conduct](#)

Disability Services Program:

Cowley College, in recognition of state and federal laws, will accommodate a student with a documented disability. If a student has a disability which may impact work in this class which requires accommodations, contact the Disability Services Coordinator.