

Department of Art Syllabus

- I. ART 209 *Digital Animation*, 3 Credit Hours
- II. PREREQUISITES
None
- III. TEXTBOOK
Against the Clock (2017). Adobe Animate CC 2017: An Introduction To Animation
St. Petersburg, FL: Against the Clock.
- IV. COURSE DESCRIPTION
This course is an introduction to the study of 2D animation in a digital workspace. Giving students a working knowledge of animation techniques necessary to design sequences for professional use. It examines basic concepts in the production, design, and software needed to produce stop-motion and character animation. Assignments will have an emphasis on technical skills, animation principles, and presentation.
(Lab fee required)
- V. RATIONALE
Computer-based animation expands our ability to communicate in a multimedia platform, and to express creativity in a narrative form. This is a fast growing area of graphic design and visual communication in general. To create this kind of work the student must grasp a basic understanding of animation principles, animation techniques, and software. Applications for animation can be found in formats such as television, motion pictures, special effects, and interactive simulations.
- VI. LEARNING OBJECTIVES AND OUTCOMES
 - A. Demonstrate and identify the basic principles of animation.
 - B. Demonstrate skills in the use of industry standard tools for animation
 - C. Discuss concepts relative to the world of animation.
 - D. Incorporate basic principles of design into animated compositions.
 - E. Demonstrate a proficiency in the use of a digital animation software.
 - F. Develop projects that allow the student to work toward creating portfolio pieces at a professional level.

VII. COURSE TOPICS

- A. Create vector graphics using the unique capabilities of the animation software.
- B. Import external assets such as graphics, symbols, and audio files.
- C. Organize files using layers and libraries to improve your overall workflow.
- D. Use a variety of animation techniques, including frame-by-frame, tweening, and motion paths.
- D. Incorporate sounds into animations, whether attached to the main timeline or triggered by a specific object.
- E. Define appropriate formats and playback settings for exporting files.
- F. Use symbols to minimize file weight without compromising quality.
- G. Add buttons, behaviors, and functions to control animation playback.

VIII. INSTRUCTIONAL METHODS AND ACTIVITIES

- A. Lecture
- B. Demonstrations
- C. Critique
- D. Studio Projects

XI. EVALUATION

See Department of Art Syllabus Addendum for Grading Scale and Evaluation.

X. REFERENCES

- Glitschka, V. (2011). *Vector basic training : a systematic creative process for building precision vector artwork*. Berkeley, CA : New Riders
- Smith, J (2012). *Adobe Photoshop CS6 : digital classroom*. Indianapolis, Ind. : John Wiley & Sons, Inc.
- Harris, J (2008). *Vector graphics and illustration : a master class in digital image-making*. Mies, Switzerland : Rotovision.
- Robertson, S (2014). *How to render : the fundamentals of light, shadow and reflectivity*. Culver City, CA : Design Studio Press.
- Cámara, S (2006). *All about techniques in drawing for animation production*. Hauppauge, N.Y. : Barron's.
- Derek, L (2009). *Creative Photoshop CS4 : digital illustration and art techniques*, Burlington, MA : Focal Press
- Taylor, F (2012). *How to create a portfolio & get hired : a guide for graphic designers and illustrators*. London, England : Laurence King Publishing.

Paricio, J (2015). *Perspective sketching : freehand and digital drawing techniques for artists & designers*. Beverly, Massachusetts : Rockport Publishers.

Flood, C. (2012). *British posters : advertising, art & activism*. London : V & A Publishing.

Samara, T (2014). *Design elements : understanding the rules and knowing when to break them*. Gloucester : Rockport Publishers.