

CATALOG INFORMATION

Dept and Nbr: APTECH 74 Title: PERFORMANCE ANIM (RVPA)
Full Title: Performance Animation (RVPA)
Last Reviewed: 1/22/2024

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	3.00	17.5	Lecture Scheduled	52.50
Minimum	3.00	Lab Scheduled	0	8	Lab Scheduled	0
		Contact DHR	0		Contact DHR	0
		Contact Total	3.00		Contact Total	52.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 105.00

Total Student Learning Hours: 157.50

Title 5 Category: AA Degree Applicable
Grading: Grade Only
Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP
Also Listed As:
Formerly:

Catalog Description:
Students will learn the fundamentals of performance animation by utilizing acting techniques with application to: character animation, scene construction, storytelling. They will also investigate the exploration of motivation in creating movement and gesture and how this relates to believable characterization for animation.

This is a Regional Virtual Production Academy (RVPA) course that is not offered at SRJC but is available through one or more of the other five participating colleges of the RVPA collaborative program. Learn more about the RVPA at <https://cs.santarosa.edu/vp>

Prerequisites/Corequisites:

Recommended Preparation:

Limits on Enrollment:

Schedule of Classes Information:
Description: Students will learn the fundamentals of performance animation by utilizing acting

techniques with application to: character animation, scene construction, storytelling. They will also investigate the exploration of motivation in creating movement and gesture and how this relates to believable characterization for animation.

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Prerequisites/Corequisites:

Recommended:

Limits on Enrollment:

Transfer Credit: CSU;

Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	Area	Effective:	Inactive:
CSU GE:	Transfer Area	Effective:	Inactive:
IGETC:	Transfer Area	Effective:	Inactive:
CSU Transfer:	Transferable	Effective: Fall 2024	Inactive:
UC Transfer:		Effective:	Inactive:

CID:

Certificate/Major Applicable:

Both Certificate and Major Applicable

COURSE CONTENT

Student Learning Outcomes:

At the conclusion of this course, the student should be able to:

1. Describe animated characters in situations that contain action motivated by objectives in the presence of obstacles.
2. Analyze the quality of existing animated characters and scenes based on principles of psychological realism and physical theater.

Objectives:

At the conclusion of this course, the student should be able to:

1. Create character biographies for human and non-human characters that contain useful backstory.
2. Develop characters with strong silhouettes and motivations.
3. Create short scenes and sequences that reveal character personality through action.
4. Describe visually outstanding characters in action and demonstrate an understanding of character body language.
5. Demonstrate use of timing and empathy to bring a character to life.

Topics and Scope:

- I. Historical Context of Acting and the Relationship Between Performer and Audience

- II. A Storyteller's Toolbox, Storytelling Basics, and Storytelling Tools
- III. Principles of Acting for Animators
- IV. Character Analysis and Developing Character Biography
- V. Describing Visually Outstanding Action Characters and Understanding Character Body Language
- VI. Scene Construction for Regular Reality and Theatrical Reality
- VII. Timing
- VIII. Empathy and Emotions
- IX. Perfecting Silhouettes and Designing Emotional Poses
- X. Developing a Library of Reference for Animation
- XI. Application of Principles of Acting for Animators

Assignment:

1. Reviews of silent movies and recording reference
2. Breakdown of action lists and timing
3. Projects
4. Final exam

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

Reviews of silent movies and recording reference
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Writing 5 - 15%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Break down of action lists and timing

Problem solving 15 - 45%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Projects

Skill Demonstrations 20 - 50%

Exams: All forms of formal testing, other than skill performance exams.

Final exam

Exams 5 - 25%

Other: Includes any assessment tools that do not logically fit into the above categories.

Participation

Other Category 0 - 5%

Representative Textbooks and Materials:

Autodesk 3ds Max 2021: A Comprehensive Guide. 21st ed. Tickoo, Sham. CADCIM

