

CS 75.12 Course Outline as of Fall 2024**CATALOG INFORMATION**

Dept and Nbr: CS 75.12 Title: DIGITAL 2D ANIM (RVPA)

Full Title: Introduction to Digital 2D 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	6	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 or P/NP

Repeatability: 43 - No Repeats

Also Listed As:

Formerly:

Catalog Description:

Students will learn the principles of 2D animation: creating characters; drawing key poses and in-betweens; designing movement paths, pose manipulation and cycles; timing movement based on sound tracks; utilizing storyboards and dynamic composition to create animated scenes; and testing motion studies and scene storytelling with software.

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 principles of 2D animation: creating characters; drawing key

poses and in-betweens; designing movement paths, pose manipulation and cycles; timing movement based on sound tracks; utilizing storyboards and dynamic composition to create animated scenes; and testing motion studies and scene storytelling with software.

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Prerequisites/Corequisites:

Recommended:

Limits on Enrollment:

Transfer Credit: CSU;

Repeatability: No Repeats

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. Analyze professional animation using traditional principles.
2. Create animated sequences using traditional animation principles.
3. Adjust animated sequences to reflect appropriate timing, improved movement and believability.

Objectives:

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

1. Evaluate professional animation examples using traditional principles.
2. Use model sheets and expression sheets to create fully-realized animated characters.
3. Storyboard an animated short.
4. Animate basic human, animal, objects, and effects motion following traditional principles.
5. Synchronize animated movement to sound track reading.
6. Design animated scenes based on dynamic composition.
7. Create and follow timing charts to test animation.
8. Create an animated short with sound.

Topics and Scope:

- I. Principles of animation
- II. Designing animated characters
- III. Development and presentation of storyboards
- IV. Animating characters
- V. Synchronization to sound, sound effects and lip synch
- VI. Layout and composition
- VII. Creating and following timing charts, X-Sheets to test animation, scene planning
- VIII. Planning for animation shorts
- IX. Performance of various skills based upon selected topics, including utilization of advanced functions of graphic software
 - a. Scanning software
 - b. Adobe Photoshop
 - c. Digital animation Software
 - d. Other animation/graphic/multimedia programs
- X. Animating characters, scene planning for scenes, presentation of projects in digital format.
- XI. Presentation and critique of work
- XII. Development of pre-production materials

Assignment:

- 1. Viewing and critique of classic animated work
- 2. Hands on projects
- 3. Presentations
- 4. Peer review

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.

None, This is a degree applicable course but assessment tools based on writing are not included because problem solving assessments and skill demonstrations are more appropriate for this course.

Writing
0 - 0%

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

Hands on projects

Problem solving
10 - 20%

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

Presentations

Skill Demonstrations
60 - 80%

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

Hands on projects

Exams
10 - 30%

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

Viewing and critique of classic animated work; Peer review

Other Category
0 - 10%

Representative Textbooks and Materials:

Derek Hayes and Chris Weber. Acting and Performance for Animation. 1 Focal Press, 2013 (Classic).

Eric Goldberg. Character Animation Crash Course!. kindle Silman-James Press, 2016 (Classic).

Preston Blair. Animation: Learn How to Draw Animated Cartoons. 1 Literary Licensing, LLC, 2012 (Classic).

Richard Williams. The Animator's Survival Kit: A Manuel of Methods, Principles and Formulas for Classical, Computer, Games, Stop Motion and Internet Animators. 4 Farrar, Straus and Giroux, 2012 (Classic).