

**CS 75.11 Course Outline as of Fall 2024****CATALOG INFORMATION**

Dept and Nbr: CS 75.11 Title: CHARACTER ANIMATOR

Full Title: Introduction to Adobe Character Animator

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

Also Listed As:

Formerly:

**Catalog Description:**

Do you have ideas for amazing, animated stories, but have no idea where to start? In this course, students learn the step-by-step process of creating their first animation using Adobe Character Animator. Learn how to record your voice and facial movements using the advanced new facial tracking technology and your computer's camera.

**Prerequisites/Corequisites:**

Course completion of CS 70.11A

**Recommended Preparation:****Limits on Enrollment:****Schedule of Classes Information:**

Description: Do you have ideas for amazing, animated stories, but have no idea where to start? In this course, students learn the step-by-step process of creating their first animation using Adobe Character Animator. Learn how to record your voice and facial movements using the advanced new facial tracking technology and your computer's camera. (Grade or P/NP)

Prerequisites/Corequisites: Course completion of CS 70.11A

Recommended:

Limits on Enrollment:

Transfer Credit: CSU;

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

## **ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:**

<b>AS Degree:</b>	<b>Area</b>	Effective:	Inactive:
<b>CSU GE:</b>	<b>Transfer Area</b>	Effective:	Inactive:

<b>IGETC:</b>	<b>Transfer Area</b>	Effective:	Inactive:
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<b>CSU Transfer:</b> Transferable	Effective:	Fall 2024	Inactive:
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<b>UC Transfer:</b>	Effective:	Inactive:
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**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. Demonstrate competency in identifying Character Animator interface elements.
2. Create an animation using a character template.
3. Design and animate a character from scratch.

**Objectives:**

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

1. Differentiate among elements of the Character Animator interface.
2. Explain animation fundamentals.
3. Create a character-based animation using a template.
4. Create a character from scratch.
5. Use a webcam to capture a motion animation.
6. Export an animation.

**Topics and Scope:**

I. Fundamentals of Character Animator

- A. What is Character Animator, and what can it do?
- B. Character Animator interface and workspace
- C. Hardware and software requirements

II. Fundamentals of Animation

A. Rigging

1. explaining handles, tools, and tags
2. adding fixed handles with the Pin tool
3. using other handle tools: Dragger, Stick, and Dangle

B. Setting up triggers to control basic animations

C. Layer names

- D. Behaviors
- E. Physics
- III. Investigating Existing Projects - Examining Puppet Characteristics
- IV. Starting a Character Animator Project - Beginning with a Template
- V. Creating a Character from Scratch
  - A. Design on paper
  - B. Head
    - 1. basic face features
    - 2. eyes
    - 3. eyebrows
    - 4. mouth
  - C. Body
    - 1. basic Body Rigging
    - 2. body Triggers and Animations
    - 3. magnet Hand
    - 4. breathe Behavior
    - 5. walk Behavior
    - 6. motion Triggers and Custom Walks
    - 7. replays
  - D. Background
- VI. Face Animation Using a Webcam and Lip-Syncing
  - A. Starting a scene
  - B. Setting up the camera, microphone, and rest pose
  - C. Recording your first take
  - D. Recording puppet movements using dragger handles
  - E. Using triggers to control animations
- VII. Importing and Syncing an Audio File
- VIII. Using the Keyboard and Pointing Systems to Control Cartoons
- IX. Assemble Cartoons into Scenes and Export Scenes
  - A. Exporting
  - B. Export file formats
- X. Advanced Tips
  - A. Auto Blink
  - B. Wiggler Behavior
  - C. Panning Background
  - D. Characterizer
  - E. Live streaming

**Assignment:**

1. Character Animator assignments, such as:
  - A. Create a 20-second animation using a template character.
  - B. Design a custom character from scratch.
  - C. Animate a custom character reciting the alphabet.
2. Quizzes, midterm, and final.

**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.

Character Animator assignments

Problem solving  
10 - 20%

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

Character Animator assignments

Skill Demonstrations  
60 - 80%

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

Quizzes, a midterm and a final examination

Exams  
10 - 30%

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

Participation

Other Category  
0 - 10%

**Representative Textbooks and Materials:**  
Instructor prepared materials