

VCIM-2271: 2D ANIMATION

Cuyahoga Community College

Viewing: VCIM-2271 : 2D Animation

Board of Trustees:

February 2019

Academic Term:

Summer 2020

Subject Code

VCIM - VC-Interactive Media

Course Number:

2271

Title:

2D Animation

Catalog Description:

Introduction to 2D animation, including the history and principles of animation as well as a hands-on technical and aesthetic exploration of the media. A variety of digital and manual techniques from character animation to motion graphics are covered using industry standard tools. Direct applications for web, game design, illustration, graphic design, photography and art are examined. Planning and storytelling via the integration of imagery, text, and sound are emphasized. May be repeated for up to 6 credits; only 3 credits may be applied to degree requirements.

Credit Hour(s):

3

Lecture Hour(s):

1

Lab Hour(s):

5

Requisites

Prerequisite and Corequisite

VC-1000 Visual Communication Foundation or ART-1081 2D Design and Color or departmental approval: comparable skills.

Outcomes

Course Outcome(s):

Plan, design and execute 2D digital animation.

Essential Learning Outcome Mapping:

Critical/Creative Thinking: Analyze, evaluate, and synthesize information in order to consider problems/ideas and transform them in innovative or imaginative ways.

Objective(s):

1. Understand and apply the principles of animation to class projects.
 2. Discuss the technical and aesthetic choices of integrating still images, artwork, graphics, typography, video, and audio into time-based media.
 3. Plan a 2D animation including story, scripts, color palettes, fonts, assets (legal still images, video, sounds, and music) storyboard, pencil test and vignette.
 4. Acquire and prepare assets to incorporate into animation: typography, still images, artwork, video, and audio.
 5. Choose and utilize appropriate tools required to achieve the desired outcome.
 6. Successfully create a variety of frame by frame and "tweened" animations.
 7. Test, troubleshoot and rework projects for various output options.
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Course Outcome(s):

Adhere to best practices of the profession of Animation

Essential Learning Outcome Mapping:

Critical/Creative Thinking: Analyze, evaluate, and synthesize information in order to consider problems/ideas and transform them in innovative or imaginative ways.

Cultural Sensitivity: Demonstrate sensitivity to the beliefs, views, values, and practices of cultures within and beyond the United States.

Objective(s):

1. Discuss the History of Animation and its relevance to today.
 2. Uphold legal and ethical protocols of asset usage.
 3. Practice asset management and proper archiving of projects.
 4. Choose the necessary hardware and software to achieve the desired technique.
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Methods of Evaluation:

1. Class assignments and exercises
2. Written exams
3. Participation in discussions and critiques

Course Content Outline:

1. History of Animation (U.S. and Europe)
 - a. Pre-film animation (1820-1880)
 - b. Early film pioneers of the silent era (1888 - 1920's)
 - c. Introducing Cel animation (Early 1920's)
 - d. The first Golden Age (1930's - 1958)
 - e. The Television Era (1958 - 1980)
 - f. Introducing CGI (1984 - present)
 - g. Early Internet Animation (1990's - present)
 - h. Emerging Technologies: VR and Augmented Reality
2. The Principles and Aesthetics of Animation
 - a. Disney Studio's twelve principles of animation:
 - i. Squash and Stretch
 - ii. Anticipation
 - iii. Staging
 - iv. Straight Ahead Action and Pose to Pose
 - v. Follow Through and Overlapping Action
 - vi. Slow In and Slow Out
 - vii. Arc
 - viii. Secondary Action
 - ix. Timing
 - x. Exaggeration
 - xi. Solid drawing
 - xii. Appeal
 - b. Lasseter's eleven principles of CGI (All but solid drawing)
 - c. Design principles and animation: just add time!
 - d. The emotional power of sound, music, and silence
 - e. Pausing: animations "white space"
 - f. Color, clarity and psychological impact
3. Intent and target audience; communicating an idea
 - a. Aesthetic, cultural and cognitive considerations
 - b. The media is the message; which media for which audience?
4. Survey of current software: which to use for what technique
5. Techniques:
 - a. Frame by frame and Cel animation
 - b. Tweening the big four: Opacity, Position, Scale and Rotation
 - c. Adding and syncing to sound

- d. Typography and shape: Motion Graphics
 - e. Combining video and animation
 - f. Importing other assets, such as 3D
 - g. Exporting to a variety of media
6. Asset preparation
 - a. Determining whether to use bitmap or vector imagery
 - b. Editing sounds and creating audio loops
 - c. Examining the technical parameters for desired output per media: sizes and ratios, color space, file formats
 - d. Proper file construction
 - e. Input and output limitations
 7. Planning and production:
 - a. Early: RESEARCH! Story, script, concept and target audience
 - b. Middle: Preparing Assets, storyboarding, animatics, pencil tests
 - c. Late: Color tests, scene and vignette tests
 - d. Final: Last edits, testing, reworks, titles and output
 - e. Release: Sharing and promoting
 8. Professional, Legal and Ethical issues
 - a. Understanding copyright and intellectual property
 - b. Your rights: contracts, employment and work for hire
 - c. File management and naming conventions
 - d. Archiving a job: What to keep and how to store it
 - e. Who owns the files?
 - f. Evaluating the technical and construction complexity of the project to evaluate the allocation of appropriate time and budget
 - g. Marketplace considerations: target audience, key message, etc

Resources

Giannalberto Bendazzi. *ANIMATION: A WORLD HISTORY*. Focal Press, 2015. November 6.

Andrew Selby. *Animation*. Laurence King, 2013. May 6, 2013.

Hart, Christopher. *How to Draw Animation: Learn the Art of Animation from Character Design to Storyboards and Layouts*. New York : Watson-Guptil, 1997.

Eisner, Will. *Graphic Storytelling and Visual Narration*. New York: WW Norton and Company, 2008.

Laybourne, Kit. *The Animation Book: A Complete Guide to Animated Filmmaking-From Flip-Books to Sound Cartoons to 3-D Animation*. 1st ed. NewYork: Three Rivers Press, 1998.

Ozawa, Tadashi. *Basics for beginners and beyond*. English Ed. Tokyo : Graphic-Sha ; Carson, CA : Distributed exclusively in North America by Digital Manga Distrib, 1999.

Ozawa, Tadashi. *Expressing emotions*. English Ed. Tokyo : Graphic-sha Publishing, 2001.

Pardew, Les. *Beginning illustration and storyboarding for games [electronic resource]*. 1st ed. Boston, MA : Thomson Course Technology, 2005.

White, Tony. "The Animator's Workbook"

Resources Other

<https://www.adobe.com/>

<https://www.lynda.com/>

<https://www.futurelearn.com/courses/explore-animation> (<https://www.futurelearn.com/courses/explore-animation/>)

https://en.wikipedia.org/wiki/History_of_animation (https://en.wikipedia.org/wiki/History_of_animation/)

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