

KAPI'OLANI COMMUNITY COLLEGE  
University of Hawai'i  
COURSE OUTLINE (Form: 02/02/02)

**ART 212 Digital Animation**

1. COURSE INFORMATION: (10/28/04)

**ART 212 Digital Animation (3 credits) AA/DA**

6 hours lecture/lab per week

*Prerequisite:* ART 112 with a grade of "C" or higher and approval of the Digital Animation entrance portfolio review or acceptance into a NMA AS specialization.

ART 212 is a studio course in digital animation concepts and technique. Emphasis will also be placed on developing an aesthetic criteria for evaluation.

*Comment:* Students must pay an additional fee of \$125 for ART 212. This course may not be audited.

2. COURSE OBJECTIVES/COMPETENCIES:

Upon successful completion of ART 212, the student should be able to:

- Demonstrate relevant contemporary responses to computer animation
- Understand and appreciate digital animation in the continuum of traditional animation and time-based media concepts and practices
- Demonstrate skills with 2D and 3D digital animation software
- Demonstrate an understanding of basic techniques of character and narrative development as applied to digital animation
- Demonstrate skills in the creation of storyboards, production designs and model sheets as part of the developmental process
- Demonstrate skills in preparation of digital animation for a variety of output formats
- Skillfully apply the animation principles of motion analysis and characterization
- Use problem-solving strategies to complete the creative process from concept development through revisions to final output
- Demonstrate the use of tools for storing, searching, retrieving, and transmitting digital information
- Work effectively as a team member to achieve creative decisions.
- Develop strong group communication skills and the ability to speak clearly during critiques
- Effectively write about and defend course work conceptually

### 3. GENERAL EDUCATION AND RELATIONSHIP TO OTHER COURSES:

ART 212 is a required course in the New Media Arts Associate in Science; an elective class in the New Media Arts Associate in Technical Studies; and an elective class in the Liberal Arts curriculum. As part of the Pre-Art Transfer Program, it is appropriate to transfer as a studio elective in the BA and BFA art major at the University of Hawaii at Manoa.

This course supports the following college competency areas:

- Computation and communication abilities
- Values for living
- Quality of life as affected by technology and science
- Awareness of the dynamics in contemporary issues
- Problem-solving and decision-making abilities
- Responsiveness to the arts and humanities
- Career choices and life-long learning
- Study in a selected program

This course also satisfies the following Associate in Science degree, and/or Associate in Arts degree competencies:

After the successful completion of this course a student should be able to:

#### AS

- Understand attitudes and values of various cultures and examine their potential for improving the quality of life and meaningfulness in work.
- Recognize effects of technology and science on the natural and human environments.
- Understand contemporary issues and problems and respond to the impact of current conditions.
- Demonstrate proficiency in conceptual, analytical, and critical modes of thinking.
- Develop insights into human experience and apply them to personal, occupational, and social relationships.
- Recognize relevance of career choices to life-long learning.
- Demonstrate competence in a selected program of study.

#### AA

##### Critical Thinking:

Critical thinking, an analytical and creative process, is essential to every content area and discipline. It is an integral part of information retrieval and technology, oral communication, quantitative reasoning, and written communication. Upon completion of an A.A. degree, the student should be able to:

- Identify and state problems, issues, arguments, and questions contained in a body of information.
- Identify and analyze assumptions and underlying points of view relating to an issue or problem.
- Recognize and understand multiple modes of inquiry, including investigative methods based on observation and analysis.
- Apply problem-solving techniques and skills, including the rules of logic and logical sequence.
- Synthesize information from various sources, drawing appropriate conclusions.
- Reflect upon and evaluate their thought processes, value systems, and worldviews in comparison to those of others.

## AA

### Information Retrieval and Technology:

Information retrieval and technology are integral parts of every content area and discipline.

Upon completion of an A.A. degree, the student should be able to:

- Use print and electronic information technology ethically and responsibly.
- Demonstrate knowledge of basic vocabulary, concepts, and operations of information retrieval and technology.
- Recognize, identify, and define an information need.
- Access and retrieve information through print and electronic media, evaluating the accuracy and authenticity of that information.
- Create, manage, organize, and communicate information through electronic media.
- Recognize changing technologies and make informed choices about their appropriateness and use.

## AA

### Oral Communication:

Oral communication is an integral part of every content area and discipline. Upon

completion of an A.A. degree, the student should be able to:

- Identify and analyze the audience and purpose of any intended communication.
- Gather, evaluate, select, and organize information for the communication.
- Use language, techniques, and strategies appropriate to the audience and occasion.
- Speak clearly and confidently, using the voice, volume, tone, and articulation appropriate to the audience and occasion.
- Use competent oral expression to initiate and sustain discussions.

## AA

### Written Communication:

Written communication is an integral part of every content area and discipline. Upon

completion of an A.A. degree, the student should be able to:

- Use writing to discover and articulate ideas.
- Identify and analyze the audience and purpose for any intended communication.

- Choose language, style, and organization appropriate to particular purposes and audiences.
- Gather information and document sources appropriately
- Develop a main idea clearly and concisely with appropriate content.
- Demonstrate proficiency in revision and editing.
- Develop a personal voice in written communication.

AA

Understanding Self and Community:

UH-Kapi`olani emphasizes an understanding of one's self and one's relationship to the community, the region, and the world. Upon completion of an A.A. degree, the student should be able to:

- Demonstrate an awareness of the relationship between the environment and their own fundamental physiological and psychological processes.
- Examine critically and appreciate the values and beliefs of their own culture and those of other cultures separated in time or space from their own.
- Communicate effectively and acknowledge opposing viewpoints.

ART 212 satisfies the following departmental and/or program competencies:

Upon successful completion of the Associate in Science degree in New Media Arts, the students should be able to:

- Create, manipulate and organize information in the production of multimedia materials
- Communicate information visually in several multimedia formats.
- Demonstrate understanding of the history, theory, and aesthetics of multimedia productions
- Identify and explain the social, ethical, and legal responsibilities related to the production of multimedia materials
- Use tools for storing, searching, retrieving, and transmitting digital information.
- Communicate clearly in group settings
- Work effectively as team members
- Explain and apply basic principles of cost control, task organization, and time management to multimedia production

#### 4. COURSE CONTENT:

A. Digital Animation: Theory and Aesthetics 25%

- Historical introduction to digital and traditional animation theories and aesthetics
- Introduction to narrative, production design and character development

B. Digital Animation Process 40%

- Production design issues and strategies: art direction and model sheets
- Preparation and planning techniques: storyboarding
- Practice of traditional animation principles with 2D and 3D digital models:
  - Understanding of physics as applied to animation (inertia, weight)
  - Line of action
  - “Squash” and “stretch”
  - Anticipation, overlapping, and secondary animation
  - Control of rhythm
  - Locomotion
  - Body language: dialogue and facial expressions

C. Digital Animation Techniques 35%

- Skills development in the use of animation software
- Exploration of screen-based output formats for digital animation

5. POSSIBLE TEXTS:

While addressing the content of the course, texts and handouts will change to accommodate the availability of new course references on the field of multimedia. The references are stimulation and inspiration. Required readings will be via on-line resources.

Williams, Richard. The Animators Survival Kit. London, UK: Faber and Faber Limited, 2001.

REFERENCE MATERIALS:

Current suggested reference texts include:

White, Tony. The Animator’s Workbook. New York, NY, Watson-Guption Publications, Incorporated, 1988.

Culhane, Shamus. Animation from Script to Screen. New York, NY: St. Martin’s Press, 1988.

Levi, Antonia. Samurai from Outer Space; Understanding Japanese Animation. Peru, Illinois: Open Court, 1996.

Napier, Susan. Anime from Akira to Princess Mononoke. New York, NY: Palgrave, 2000.

McKee, Robert. Story. New York, NY: Harper Collins Publishers, 1997.

Katz, Steven. Film Directing Shot by Shot; Visualizing from Concept to Screen. Studio City, CA: Michael Wiese productions, 1991

Simon, Mark. Storyboards; Motion in Art. Woburn, MA: Focal Press, 2000

Flash 5 for Windows and Macintosh: Visual QuickStart Guide. Berkeley, CA: Peachpit Press, 2000.

Weil, Kymberlee, Garo Green, and Lynda Weinman. Flash 5 Hands-On Training. Berkeley, Ca: Peachpit Press, 2001.

Reference materials will also be available in class and via on-line resources.

#### AUXILIARY MATERIALS AND CONTENT:

Students will use a variety of graphical and Internet software. This software and the infrastructure supporting its use are existing resources of New Media Arts.

#### 6. METHOD OF INSTRUCTION:

The method of instruction will include lectures, studio demonstrations, project development, individual instruction, group discussions, and critiques. Examples are presented when important to describe course content. Class projects and procedures are the focus of many course discussions.

#### 7. METHOD OF EVALUATION:

- A. Clarity of Conceptual Thinking 40%  
Students will demonstrate their conceptual thought process about project assignments by creating their own production designs, model sheets and storyboards. Students will also show their thinking by submitting clearly written, well-conceptualized statements, by showing strong group communication skills and demonstrating the ability to speak clearly during critiques.
- B. Quality of Execution of Assignments 35%  
Each student will complete tutorials and personal projects that demonstrate their technical and artistic ability to execute specific design and animation techniques based on project guidelines. Additionally, they will be expected to display their ability to execute specific software techniques. The aesthetic quality of these techniques and materials will be assessed in the final grade evaluation based on the ability to successfully apply the visual and time-based animation principles of balance, rhythm, emphasis, contrast, variation, unity and motion in the creation of digital animation.
- C. Class Participation 25%  
Students will be expected to participate as active class members. This includes attending all classes; meeting intermediate and final project deadlines; completing production time outside of class in the lab environment; and participating as dependable team members.

GRADING SYSTEM:

A 90-100	B 80-89	C 70-79	D 60-69	F 0-59
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Whatever method of evaluation is used, it is understood that the instructor reserves the right to make necessary and reasonable adjustments to the evaluation policies outlined.

Art 212 may not be repeated for credit. This course may not be audited.

8. JUSTIFICATION:

- A. Reevaluating and revising courses in the art curriculum is necessary to keep the New Media Arts Program vital. The course outline for Art 212 needs to be updated.
- B. This is not and has not been offered as an experimental course at KCC.
- C. This course will not decrease or increase the number of required credits for an AS in NMA. This course outline submission is only an updating of an existing course.

9. RESOURCE REQUIREMENTS:

This class requires the use of a multimedia computer lab with Internet connectivity, graphical software and a presentation system for class presentation. These resources are currently being met through existing resources in the NMA labs.

This course does not any impact on other department course offerings.

The maximum enrollment per class section is fifteen students. It is estimated that one section will be offered per semester.

10. ARTICULATION:

- A. This course is offered at Kaua‘i Community College as ART 212: Intermediate Computer Art.
- B. This course is not appropriate for articulation with UH Manoa General Education Core.
- C. This course is appropriate for articulation with the Academy for Creative Media and with Art Departments/Programs throughout the UH System through the University of Hawai‘i System Articulation Agreement: ART.ART 212 is articulated at UH Manoa as a non-introductory level studio elective for BA and BFA majors.