AN 1230 - FUNDAMENTALS OF ANIMATION

Credits: 3

This freshman-level studio course focuses on gaining an understanding of the principles of animation which form the foundation of all animation. Students analyze motions of people and objects, and learn to translate that knowledge into animation. Students are exposed to the technical aspects of animation, production workflows, and standard industry terms and tools. Upon successful completion of this course, students will have completed animation tests and a final project that will demonstrate their understanding of basic animation principles.

Prerequisites: none

Notes: (Formerly AN 2230 Fundamentals of Animation)

Course Learning Outcomes:	Exceeding	Meeting	Developing	Not meeting	Program Outcomes	Institutional Outcomes
Memorize and use industry standard vocabulary for animation production.	Work and discussion demonstrate an analytical understanding and confident use of industry-specific terminology for animation production.	Work and discussion demonstrate a competent use and understanding of industry-specific terminology for animation production	Work and discussion demonstrate limited recognition and use of industry-specific terminology for animation production	Work and discussion do not express an understanding or use of industry-specific terminology for animation production	AN2D-2, AN2D-5, AN2D-6	Communication Competence
Identify and demonstrate fundamental principles of character animation.	Animation demonstrates an exemplary understanding and creative application of the 12 fundamental principles of character animation: ▫ Timing ▫ Ease in & out ▫ Arcs ▫ Anticipation ▫ Exaggeration ▫ Squash & Stretch ▫ Secondary Action ▫ Follow through & Overlapping action ▫ Straight ahead action & Pose to pose action ▫ Staging ▫ Appeal ▫ Personality	Animation demonstrates a competent understanding and application of the 12 fundamental principles of character animation: ▫ Timing ▫ Ease in & out ▫ Arcs ▫ Anticipation ▫ Exaggeration ▫ Squash & Stretch ▫ Secondary Action ▫ Follow through & Overlapping action ▫ Straight ahead action & Pose to pose action ▫ Staging ▫ Appeal ▫ Personality	Animation demonstrates limited understanding and application of the 12 fundamental principles of character animation: ▫ Timing ▫ Ease in & out ▫ Arcs ▫ Anticipation ▫ Exaggeration ▫ Squash & Stretch ▫ Secondary Action ▫ Follow through & Overlapping action ▫ Straight ahead action & Pose to pose action ▫ Staging ▫ Appeal ▫ Personality	Animation does not convey an understanding or implementation of animation principles.	AN2D-2, AN2D-3, AN2D-9	Critical Thinking, Design Competence
Recognize and use industry-standard software, hardware and materials involved in animation production.	Work demonstrates an exemplary and creative understanding of and ability to use Program-required software and hardware tools in the animation production process. ▫ Hardware (computer, scanners, pencil-testing equipment, etc.) ▫ Materials (drawing implements, etc.) ▫ Animation specific software (ToonBoom products, Dragon Frame, etc.) ▫ Supporting software (Adobe Creative Suite, etc.)	Work demonstrates a competent understanding of and ability to use Program-required software and hardware tools in the animation production process. ▫ Hardware and materials (paper, pencil, computer, scanners, pencil-testing equipment, etc.) ▫ Materials (drawing implements, etc.) ▫ Animation specific software (ToonBoom products, Dragon Frame, etc.) ▫ Supporting software (Adobe Creative Suite, etc.)	Work is limited by a remedial understanding and ability to use Program-required software and hardware tools in the animation production process. ▫ Hardware tools (paper, pencil, computer, scanners, pencil-testing equipment, etc.) ▫ Materials (drawing implements, etc.) ▫ Animation specific software (ToonBoom products, Dragon Frame, etc.) ▫ Supporting software (Adobe Creative Suite, etc.)	Work demonstrates little or no understanding and ability to use Program-required software and hardware tools in the animation production process.	AN2D-1, AN2D-6, AN2D-9	Design Competence, Critical Thinking