

ART 101AM : ANIMATION HISTORY AND CURRENT PRACTICES

Transcript title

Intro to Animation

Credits

4

Grading mode

Standard letter grades

Total contact hours

50

Lecture hours

30

Other hours

20

Course Description

Introduces animation history, production techniques, and current industry practices. Explores its spirit of experimentation and constant iterative renewal, as well as an ever-expanding interplay with industries including architecture, medicine, data science, and education.

Course learning outcomes

1. Recognize key milestones, figures, studios, and films in the history of animation.
2. Demonstrate an understanding of the fundamental principles of animation, as presented in a variety of formats.
3. Evaluate animated works critically, taking both artistic and technical considerations into account.
4. Compare current production pipelines in animation filmmaking and gaming.
5. Simulate industry practices to create short animated projects as part of a team.
6. Apply media-specific terminology to receive and provide feedback.

Content outline

1. History of animation, from early experiments and development to current usage in entertainment and gaming.
2. Exploration of the current professional field and anticipated future innovations.
3. Animation fundamentals as they apply, using different techniques in various media.
4. Relationship between animation and filmmaking, computing, and gaming.
5. Workflow evaluation in relation to aesthetic response.
6. Constructive critique, giving and receiving feedback between instructor and classmates.

Required materials

Students will need to provide specific materials used in this course, which may include textbook or other course reading documents; please see the syllabus for a detailed list.

General education/Related instruction lists

- Human Relations
- Cultural Literacy
- Arts and Letters