

# ART 111 : 2-D ANIMATION: BASICS

---

## Transcript title

2-D Animation: Basics

## Credits

4

## Grading mode

Standard letter grades

## Total contact hours

50

## Lecture hours

30

## Other hours

20

## Recommended preparation

ART 101AM, ART 141, and ART 142. Recommended to be taken with

## Course Description

Introduces 2-D animation principles through practical, iterative exercises, emphasizing techniques that apply to any animation style. Covers visual problem solving for 2-D digital motion using industry standard software. Repeatable for credit.

## Course learning outcomes

1. Recognize 2-D digital animation application logic, commonalities, and differences.
2. Utilize layering, cycles, and hierarchies to work efficiently.
3. Demonstrate technical facility with industry standard 2-D software.
4. Prepare work using best practices for organization, collaboration, and output.
5. Use media-specific terminology to receive and provide feedback.

## Content outline

1. 2-D digital animation application logic, commonalities, and differences.
2. 2-D digital animation workflows and best practices.
3. Fundamentals of animation.
4. 2-D animation staging, shot creation, and output.
5. 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.