

ANIMATION COURSES

AN 100 Animation Principles 3 units

An introductory studio course in the fundamental principles of animation. Through lecture, demonstration and in-class exercises, the students will study the basic theory and mechanics of the discipline. Students will develop both drawing and observational skills through the creation of simple animations using principles such as squash and stretch, overlap and follow through. Emphasis on the fundamentals of character design, storyboarding, and layout will be studied through the creation of a short animation project. Studio. Prerequisite: none.

Portfolio Project: 15 second black and white animated clip delivered in digital video, plus supporting concept art.

AN 102 Beginning Figure Drawing 3 units

A beginning course in life drawing. Expressive and technical studies in various media emphasizing gesture, structure and anatomy. Studio. Prerequisite FO 101 Beginning Drawing.

Portfolio Project: A selection of 10 pieces from varying projects representing the student's best work presented in a portfolio form. Written artist's statements and supporting sketches should be included.

AN 111 Digital Citizenship 1 unit

A lecture class in the use of shared digital resources and digital protocol. Topics include knowledge of computer and networks; basic OSX, Windows and Linux; folder management, naming conventions and recognizing file types; using the internet and school networks effectively; proper use of email; printing basics, color profiles; troubleshooting techniques; using passwords and logins; and backup protocol. Emphasis on a professional approach to cooperative use of shared digital resources. Lecture. Prerequisites: none.

A grade in this course of C or better is a prerequisite to use of the Digital Resource Center Render Farm.

AN 121 Storyboarding 3 units

A studio course in storyboarding for animation. Emphasis on visual storytelling, story structure, character development, cinematic language, and drawing techniques used in storyboarding. Studio. Prerequisites: None.

Portfolio Project: Three animation storyboards presented in a portfolio format. All supporting writing and art related to the boards should be included.

AN 112 Portfolio Review Workshop 1 unit

A lecture course in the preparation of academic portfolios to support students in preparing for Progress Portfolio Review. Lecture. Prerequisite: None.

AN 205 Sophomore Studio I 3 units

A studio course in story boarding, basic character design and scene layout. Emphasis on the development, and preproduction for a short 2D traditional animation project. Topics will include story structure for short films, character and background design, staging, lighting, composition, and visual storytelling. Studio. Prerequisite: AN 100 Animation Principle I and AN 121 Storyboarding.

Portfolio Project: A presentation in portfolio form of the storyboard, character design, background design, and scene layout, including a workbook example. An artist's statement and written treatment of the story will be included in the portfolio.

AN 206 Sophomore Studio II 3 units

A studio course which continues the Sophomore Studio I project, introducing the student to the fundamentals of 2D animation production, and character animation. Emphasis on the basic principles of character development, performance and animation techniques. Students will assemble their project into a finished pencil test animation reel including sound. Studio. Prerequisite: AN 205 Junior Studio I.

Portfolio Project: The Sophomore animation project will be delivered as a DVD. All supporting written material and art should be presented in a portfolio, including the art produced in Sophomore Studio I.

AN 210 Design Symposia 1 unit

Students will attend lectures, exhibitions or events exploring variety of topics in design. Both on and off campus events are encouraged. Course may be repeated up to three times for credit. Lecture. Prerequisite: none.

Portfolio Project: Student will submit a journal including collected materials, writing and sketching related to the events attended.

AN 221 Animation Drawing 3 units

Examination and exploration using the figure, both nude and clothed, as reference for creating animation characters, sequential studies and caricature. May be taken up to 2 times for credit. Studio. Prerequisite: AN 102 Beginning Figure Drawing.

Portfolio Project: A selection of 10 pieces from varying projects representing the student's best work presented in a portfolio form. Written artist's statements and supporting sketches should be included.

AN 231 Painting: Traditional and Digital Explorations 3 units

A beginning studio exploring painting techniques in both traditional and digital media.

Watercolor, gouache and acrylic will be explored, as well as digital painting techniques that mimic traditional and more experimental techniques. Studio. Prerequisites: FO 103 Color Theory or permission of instructor.

Portfolio Project: A minimum of six finished paintings, three traditional and three digital, in a portfolio format. Supporting sketches and artist's statements should be included.

AN 223 The Costumed Figure 3 units

An intermediate studio emphasizing the figure with costumes and props. Investigation of both drawn and painted form using a variety of media. Topics include composition, color and lighting. May be repeated up to 2 times for credit. Prerequisites: AN 230 Conceptual Art, or AN 231 Painting: Traditional and Digital Explorations, or FD 210 Fashion Sketching 2, or permission of instructor.

Portfolio Project: A selection of 10 pieces from varying projects representing the student's best work presented in a portfolio form. Written artist's statements and supporting sketches should be included.

AN 230 Conceptual Art

Examination and exploration of drawing and painting using artist's materials such as watercolor, gouache, inks and other pigments on various substrates. Emphasis on techniques used by professional development and merchandising artists for a variety of subject matter, including illustration. Prerequisite: FO 103 Color Theory.

Portfolio Project: A selection of 6 pieces from varying projects representing the student's best work presented in a portfolio form. Written artist's statements and supporting sketches should be included.

AN 240 History of Animation 3 units

A lecture course focusing on the historical, theoretical, aesthetic and technical developments that have shaped the medium since its beginnings. Lectures include screenings of animated works, stages of production and a general overview of animation process. Lecture. Prerequisite: None.

AN 261 Introduction to 2D Computer Animation 3 units

An introductory studio course in the fundamental computer applications and processes used for 2D animation production. Emphasis on software programs dealing with imaging, drawing and painting, editing, compositing, motion graphics, raster and vector artwork. Studio. Prerequisite AN 111 Digital Citizenship.

Portfolio Project: A DVD presentation of all major projects. Supporting written material such as artist's statements, storyboards, and concept sketches should accompany the DVD either as slide shows in the DVD or in portfolio format.

AN 262 Introduction to 3D Computer Animation 3 units

Instruction in the fundamental principles of animation as applied to 3D digital animation. Emphasis on the basic processes of modeling, texturing, lighting and rendering. Students will create a series of simple animations, and model and light simple props using a 3D software. Prerequisite: AN 111 Digital Citizenship.

Portfolio Project: A DVD presentation of all major projects. Supporting written material such as artist's statements, storyboards, and concept sketches should accompany the DVD either as slide shows in the DVD or in portfolio format.

AN 305 Junior Studio I 3 units

An intermediate studio course in project development focusing on the execution of story into film or interactive projects. Students will form in groups of 4-6 to create a project proposal, which will be completed in Junior Studio II. Topics will include dramatic structure, theme, continuity, visual language, and presentation skills. Project proposals will include a treatment, storyboard, concept art, character design, short animatic, and production schedule showing how the project will be completed. Studio. Prerequisite: AN 206 Sophomore Studio II.

Portfolio Project: Each student will compile a portfolio or DVD of his or her contribution to the animated project. The full animatic may be included at the end of the DVD for context. All material will be clearly labeled explaining what part of a scene the student did. Supporting sketch and concept art, and written material should be included in process book or portfolio format.

AN 306 Junior Studio II 3 units

This is an advanced studio course integrating all aspects of professional animated production. Students will work in their established teams in the production of the animated project developed in Junior Studio I. Emphasis on the elements of visual storytelling, animation, sound, editing and compositing. Studio. Prerequisite: AN 305 Junior Studio I.

Portfolio Project: Each student will assemble a properly documented clip reel of his or her contribution to the animated project on a DVD. The full project may also be included at the end of the DVD for context. Supporting sketches, art, and written material should be included in a process book or portfolio format.

AN 325 The Animator as Actor 3 units

Grounded in the principles of improvisation, this course focuses on using the physical body of the animator to examine character creation, story telling and plot development. Students are challenged to explore their individual performance style. Scenes from students' animated projects will be used as material for improv skits. Class sessions may be videotaped for animation reference. Studio. Prerequisite: None.

Portfolio Project: A DVD of the student's best improv work. May be solo or group work. May be presented as a live action video or an animated scene using the video as reference.

AN 330 Animal Drawing 3 units

An intermediate studio course in sketching and drawing animals. Onsite drawing of a wide variety of animals at the Los Angeles Zoo, as well as drawing sessions on campus utilizing both domestic and wild animals. Basics include gesture, rhythm, and proportion with an emphasis on quick study, character design, movement and comparative anatomy. May be taken up to 2 times for credit. Studio. Prerequisite: AN 221 Animation Drawing.

Portfolio Project: A selection of 10 pieces from varying projects representing the student's best work presented in a portfolio form. Written artist's statements and supporting sketches should be included.

AN 361 3D Computer Animation I 3 units

An intermediate studio course in 3D computer applications. Topics include modeling, rigging, and techniques of character animation using 3D computer software. Students will create projects using both character and camera animation, and explore lighting and texturing. Studio. Prerequisite: AN262 Introduction to 3D Computer Animation.

Portfolio Project: A DVD of 3 or more projects, including the final project, showing the range of skills the student gained during the course. Supporting written and sketch material may be included on the DVD as a slide show or presented in a portfolio format.

AN 362 3D Computer Animation II 3 units

An advanced studio course in 3D computer animation. Emphasis on advanced animation techniques, staging, lighting, texturing and rendering. Students will create an animated sequence and produce it from start to finish. Studio. Prerequisite: AN 361 3D Computer Animation I.

Portfolio Project: A DVD of the completed sequence including examples from all stages of production. Supporting storyboard, sketches, research and written material may be included as a slide show or presented in portfolio format.

AN 363 2D Computer Animation I 3 units

A course focusing on 2D software currently in use for production of television and short form animation. Emphasis on applying the basic principles of animation production in a 2D CG environment. Students will create a short project to complete in the 2D software. Studio. Prerequisite: AN 261 Introduction to 2D Computer Animation or consent of the instructor.

Portfolio Project: A DVD of 3 or more projects, including the final project, showing the range of skills the student gained during the course. Supporting written and sketch material may be included on the DVD as a slide show or presented in a portfolio format.

AN 364 2 D Computer Animation II 3 units

An advance course in the principles of 2D compositing. Emphasis on the use of post-production techniques to enhance the visual storytelling and problem solve in production situations. Topics include principles of editing and the visual language of cinema. Studio. Prerequisite: AN 261 Introduction to 2D Computer Animation.

Portfolio Project: A DVD of animation showing an understanding of compositing principles. At least one example of a complete scene broken down into the various layers should be included. All supporting process art and written material may be presented in portfolio format. All DVDs should be accompanied by a detailed shot list.

AN 405 Background Painting 3 units

An advanced studio course in background painting techniques, both traditional and digital. Emphasis is placed on supporting the theme and narrative of the animated story through color, perspective, tone and mood. Studio. Prerequisite: AN 230 Conceptual Art or consent of instructor.

Portfolio Project: A selection of 6 pieces from varying projects representing the student's best work presented in a portfolio form. Written artist's statements and supporting sketches should be included.

AN 410 Advanced Figure Drawing 3 units

An advanced course in life drawing and the study of the human figure using a variety of traditional and experimental media. Emphasis on the development of figure art for use in professional portfolios. Studio. Prerequisite: AN 102 Beginning Figure Drawing.

Portfolio Project: A selection of 10 pieces from varying projects representing the student's best work presented in a portfolio form. Written artist's statements and supporting sketches should be included.

AN 420 Effects Animation 3 units

An introduction to the principles of effects animation in both 2D and 3D projects, hand drawn and CG. Topics will include water, fire, smoke, shadows and other natural phenomena. Emphasis will be on the appropriate use of effects to support the story and art direction in an animated project. Studio. Prerequisite: AN 261 Introduction to 2D Computer Animation and AN 262 Introduction to 3D Computer Animation or consent of instructor.

Portfolio Project: A DVD including six projects, three in 2D animation and three in 3D animation. Supporting sketches and written material will be assembled in a project book to be presented with the DVD.

AN 485 Senior Studio I 4 units

An advanced studio course that consolidates all animation methodologies. Emphasis on concept design and preproduction processes for the senior thesis project. Students will develop presentation storyboards, process books, concept design and animatics. Studio.

Prerequisite: AN 306 Junior Studio II.

Portfolio Project: Student will create a production bible that will be maintained through the completion of the thesis project. Concept art, storyboards, character design and research material will be included. The final animatic will be submitted as a DVD.

AN 486 Senior Studio II 4 units

An advanced studio course covering all aspects of animation production. A continuation of Senior Studio I. Emphasis on production of the senior thesis project and preparation for national or international animation festivals. Studio. Prerequisite: AN 485 Senior Studio I.

Portfolio Project: A completed poster for the final project and the production bible for the project will be submitted. The final project will be submitted as a DVD in an appropriate professional case.

AN 490 Internship Work Experience 1-4 units

Off-campus internship in animation. The student bears the responsibility for submitting the proposal that identifies the sponsor of the participating organization, the learning objectives and criteria for evaluation. The Department Chair must approve all internships. A minimum of 40 hours is required for each unit of credit. Prerequisite: Junior standing. May be taken up to two times for credit.

Portfolio Project: Student will maintain a written journal which may include art detailing the experience, how they met the learning objectives and what professional skills they gained from the internship.

AN 495 Animation Portfolio 3 units

Instruction in the preparation and presentation of the animation resume, portfolio and reel. Lecture topics include professional practice, studio structure, career strategies, and business practices relating to animation. Studio. Prerequisite: AN 485 Senior Studio I.

Portfolio Project: All elements of the student's projects from all classes will be reviewed and the appropriate work will be assembled into a professional portfolio and reel for job hunting. Resumes, cover letters, artist's statements and other written material will be included. The student will provide a copy to be maintained in the Animation archive.

AN 170, 270, 370, 470 Topics in Animation 3 units

An in-depth study of topics of a specialized nature in the field of animation. Lecture, three hours a week. Studio, six hours a week. Prerequisite: Consent of instructor.

Portfolio Project: To be determined by the instructor and Chair of Animation. All projects must include an art component and a written component.

AN 299, 399, 499 Independent Study 1-4 units

Individual studio investigation of special interest chosen by the student. Regular,

periodic meetings with assigned faculty member are required. Consent and approval of the Department Chair. Thirty hours required for each unit of credit. No more than 10 units of credit may be given for Independent Study courses toward the BFA degree. Prerequisite: Independent Study contract.

Portfolio Project: To be determined by the instructor and Chair of Animation. All projects must include an art component and a written component.