



Course Outline

2026-2027 Catalog

MSP 12 - Two-Dimensional Animation

Catalog Description

Transfer Status: CSU

Unit(s): 3.00

Lecture: 34.00 Contact hours/68.00 Out of class hours/102.00 Total hours/2.00 Unit(s)

Lab: 51.00 Contact hours/0.00 Out of class hours/51.00 Total hours/1.00 Unit(s)

Total: 85.00 Contact hours/68.00 Out of class hours/153.00 Total hours/3.00 Unit(s)

Course Description: This course introduces students to two-dimensional animation. Topics include storyboards, drawing extremes and in-betweens, defining motion paths, creating illusion of depth, basic ActionScripting for animation, use of type in animated sequences, and other animation techniques.

Objectives

Upon successful completion of this course, the student should be able to:

1. List and describe major animation techniques, and identify these techniques in real-world implementations.
2. Identify and describe animation that is used to influence contemporary visual culture.
3. Demonstrate an understanding of and employ animation principles and techniques to create short computer animations.
4. Use animation software to produce finished animations.

Course Content

Topic Titles / Suggested Time Topic

Lecture

<u>Topics</u>	<u>Lec Hrs</u>
Introduction to animation software	4.00
Manipulating animation tools/menus	3.00
File formats, saving/converting files	3.00
Movement of simple geometric shapes	8.00
Storyboarding/Animation strategy	4.00
Drawing extremes/in-betweens	4.00
Symbols: Movie Clips, Buttons, Graphics	4.00
Motion path analysis, fills and color creation	4.00

Total Hours: 34.00

Lab

<u>Topics</u>	<u>Lab Hrs</u>
Introduction to animation software	6.00
Manipulating animation tools/menus	4.50
File formats, saving/converting files	4.50
Movement of simple geometric shapes	12.00
Storyboarding/Animation strategy	6.00
Drawing extremes/in-betweens	6.00
Symbols: Movie Clips, Buttons, Graphics	6.00
Motion path analysis, fills and color creation	6.00

Total Hours: 51.00

Methods of Instruction

- A. Group Discussions
- B. Homework: Students are required to complete two hours of outside-of-class homework for each hour of lecture
- C. Lecture/Lab demonstration
 - Hands-on practice completing assigned animation projects
 - Presentation of professionally produced animations

Methods of Evaluation

- A. Homework: research animated projects on the Internet, Participation in critiques of in-class projects, Assigned projects and reading, Identify well designed and poorly designed animated projects, write a paper describing the qualities of each project.

Examples of Assignments

Reading Assignments

1. Research an animator or animation studio on the Internet and read a profile or interview about the individual or company. Be prepared to share the information with the class through an oral report.
2. Read an article related to the animation industry and share with the class.

Writing Assignments

1. Write a one-page description of the process used to create a stop-motion animation.
2. Develop a story board and write a script that relates to the animation process.

Out-of-Class Assignments

1. Research new technologies and software for animation. Share with the class.
2. Use a camera to capture still images and create a frame by frame animation implementing these images.

Recommended Materials of Instruction

Other Learning Materials

Software instruction manual
Class handouts
Class tutorials
Internet sites

Minimum Qualifications

Art (Masters Required)
Graphic Arts
Multimedia

Created/Revised by: Donnelly, Daniel

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