

# GD 164: 2D ANIMATION

**Proposer:****Name:**

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**Effective Term:**

Fall 2024

**Credit Status:**

Credit - Degree Applicable

**Subject:**

GD - Graphic Design

**Course Number:**

164

**Discipline:**

And/Or	(	Discipline	)
		Graphic Arts	

**Catalog Title**

2D Animation

**Catalog Description**

Explore the fundamentals of 2D animation by utilizing contemporary practices, tools, and production strategies. Emphasizing practical skills and creative exploration, students will learn animation principles, techniques, and historical perspectives with traditional, camera-based, and digital methods.

**Method of Instruction:**

Distance Education

Laboratory

Lecture and/or Discussion

**Course Units/Hours:****Course Units Minimum:**

4

**Lecture Hours Minimum (week)**

3

**Lab Hours Minimum (week)**

3

**Total Contact Hours Minimum (semester)**

105

**Total Outside Hours Minimum (semester)**

105

**Total Student Learning Minimum Hours (semester)**

210

**Repeatability:**

No

**Open Entry/Exit:**

No

**Field Trips:**

Not Required

**Grade Mode:**

Standard Letter

**TOP Code:**

061440 - \* Animation

**SAM Code:**

C - Clearly Occupational

**Course Content**

**Methods of Assessment:**

Oral presentations  
Portfolio Evaluation  
Problem solving assignments or activities  
Project  
Skill demonstrations

**Course Topics:**

Course Topics	
1	Introduction to 2D Animation Principles
2	History of Animation: Traditional Techniques and Pioneers
3	Understanding Timing, Spacing, and Illusion of Motion in Animation
4	Character Design and Development
5	Storyboarding Techniques and Narrative Structure
6	Applying Motion, Emotion, and Vitality in Animation
7	Frame-by-Frame, Stop Motion, and Rotoscoping
8	Critique and Feedback Through Evaluating Animation Work

**Course Objectives:**

Course Objectives	
1	Navigate digital software and practice with traditional tools to create visual assets.
2	Observe and illustrate movement with an awareness to relationships between subject / object, environment / setting, and camera / perspective.
3	Demonstrate knowledge of key frames, frame rates, and principles of animation.
4	Construct basic narratives, storyboards, and characters.
5	Communicate and critique design choices by analyzing technique, compositional elements, and apply theoretical or historic context.

**Course Outcomes:**

Course Outcomes	
1	Understand the fundamental principles of animation, including how to use time and space to create the illusion of motion.
2	Gain historic and technical context for 2D animation, as well as contemporary techniques, influences, and production strategies.
3	Use industry software to demonstrate principles of animation with creative projects.
4	Effectively communicate knowledge of animation vocabulary, tools and techniques.

### Assignments:

Assignment Type:	Details
Reading	Readings will be assigned from OER resources, periodicals and books as they pertain to the course skills and exercises. This includes introducing historic and technical context to apply to exercises and projects.
Writing	Writing reflections and/or journal assignments are provided to supplement the course readings and exercises. These demonstrate comprehension of targeted skills and knowledge. An example from an assignment reflection: "In reflection, what did you learn about timing and spacing in the process of creating your stop motion? What inspired you to use the subject of your stop motion animation to construct your piece? What simple narrative does your stop motion achieve? What specific choices did you make while producing your stop motion animation? Describe your purpose and intention with detail."
Lab	Demonstrate technical capabilities with homework / lab assignments targeting specific techniques, subjects, tools, or skills. For instance: "Create a stop motion animation which tells a simple story inspired by a technique you have previously observed or learned about in Module 5. Shoot a minimum of 120 images to construct your stop motion composition."
Homework	Final Project / Portfolio / Digital Reel Development.

### Textbooks or other support materials

Resource Type:	Details
Periodicals	Students are to summarize periodicals related to design theory and animation.
Books	The Animator's Survival Kit (Expanded Edition) Richard E. Williams Faber & Faber (December 23, 2009) ISBN-10 : 9780571238347 ISBN-13 : 978-0571238347 The standard and staple text for all animators.
Books	A New History of Animation Maureen Furniss Thames & Hudson; Illustrated edition (September 29, 2016) ISBN-10 : 0500292094 ISBN-13 : 978-0500292099
Books	The Illusion of Life Ollie Johnston and Frank Thomas Disney Editions; Subsequent edition (October 19, 1995) ISBN-10 : 0786860707 ISBN-13 : 978-0786860708 Older text but excellent, timeless reference.
Books	Adobe Animate Classroom in a Book (2023 release) Russell Chun Adobe Press; 1st edition (January 16, 2023) ISBN-10 : 0137982429 ISBN-13 : 978-0137982424

### Equity Review:

Yes

### Transferable to CSU

Yes - Approved

### CSU General Education

Transferable to CSU

### Other Degree Attributes

Degree Applicable



Not a Basic Skills Course

**Materials Fee:**

20

**Distance Learning Addendum**

GD164 DLA Form .pdf

**Banner Title:**

2D Animation

**Course Control Number:**

CCC000611234