BUTTE COLLEGE
COURSE OUTLINE

I. **CATALOG DESCRIPTION**

MSP 12 - Two-Dimensional Animation **3 Unit(s)**

Prerequisite(s): NONE
Recommended Prep: Reading Level IV; English Level III
Transfer Status: CSU
34 hours Lecture
51 hours Lab

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.

II. **OBJECTIVES**

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

A. List and describe major animation techniques, and identify these techniques in real-world implementations.
B. Idenfity and describe animation that is used to influence contemporary visual culture.
C. Demonstrate an understanding of and employ animation principles and techniques to create short computer animations.
D. Use animation software to produce finished animations.

III. **COURSE CONTENT**

A. **Unit Titles/Suggested Time Schedule**

Lecture

Topics	Hours
1. Introduction to animation software	4.00
2. Manipulating animation tools/menus	3.00
3. File formats, saving/converting files	3.00
4. Movement of simple geometric shapes	8.00
5. Storyboarding/Animation strategy	4.00
6. Drawing extremes/in-betweens	4.00
7. Symbols: Movie Clips, Buttons, Graphics	4.00
8. Motion path analysis, fills and color creation	4.00
Total Hours	34.00

Lab

Topics	Hours
1. Introduction to animation software	6.00
2. Manipulating animation tools/menus	4.50
3. File formats, saving/converting files	4.50
4. Movement of simple geometric shapes	12.00
5. Storyboarding/Animation strategy	6.00
6. Drawing extremes/in-betweens	6.00

7.	Symbols: Movie Clips, Buttons, Graphics	6.00
8.	Motion path analysis, fills and color creation	6.00
Total Hours		51.00

IV. 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
D. Hands-on practice completing assigned animation projects
E. Presentation of professionally produced animations

V. METHODS OF EVALUATION

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

VI. EXAMPLES OF ASSIGNMENTS

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

VII. RECOMMENDED MATERIALS OF INSTRUCTION

Materials Other Than Textbooks:
A. Software instruction manual
B. Class handouts
C. Class tutorials
D. Internet sites

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