

Luke Jaeger, Instructor

Catalog Description:

An introduction to the art and craft of animation, from its origins in mid-19th century optical/mechanical toys to its current forms. The emphasis is on animation not just as a storytelling medium but as a means for visual and artistic expression. Students will learn the basic skills which are fundamental to animating in any natural or digital medium: basic physics and mechanics of motion; squash-and-stretch; perspective; moving the figure.

We'll view lots of films made with a range of techniques: "traditional" cel and other 2D media; cut-outs; clay; puppets; collage; cameraless films; and computer-generated imagery. We'll mine them for technical tips, discuss them critically as art pieces, and try to situate them in broader cinematic / artistic / cultural contexts.

The course requires participation in class workshops and discussions, and some readings. Students will also complete a 30-second project to be presented in digital form.

Course Content:

About half of each class is spent viewing films, sometimes frame by frame. Reading assignments help situate films, filmmakers and animation genres historically and critically. Drawing exercises (in flipbooks and on punched paper) introduce skills necessary for final project. The individually directed final project requires students to plan and execute a short film, considering issues of layout, design, characterization, story structure, and editing as they apply to each student's work.

Course Aims:

Familiarize students with history and range of animation techniques and practices.
Develop critical viewing skills. Facilitate students' exploration of ways to incorporate animation into their own artistic practice.

References and Resources:

Eadweard Muybridge, "The Human Figure in Motion"
Donald Crafton, "Before Mickey"
Charles Solomon, "The Kodak Animation Book"
Kit Laybourne, "The Animation Book"
Shamus Culhane, "Animation from Script to Screen"
Preston Blair, "How to Animate Film Cartoons"
Lee and Buscema, "How To Draw Comics the Marvel Way"

Filmography:

Alice, Jan Svankmajer
Darkness Light Darkness, Jan Svankmajer
Gertie The Dinosaur, Winsor McCay
Your Face, Bill Plympton
Pulp, Flip Johnson
Set In Motion, Jane Aaron
Monty Python Interstitials, Terry Gilliam
Deadsy, David Anderson
Muratti Gets In The Act, Oskar Fischinger
Spiritual Constructions, Oskar Fischinger
Feet of Song, Erica Russel
Yellow Submarine (excerpt), TVC Studios
Hunger, Peter Foldes
The Big Snit, Richard Condie
The Potato Hunter, Tim Hittle
Photocopy Cha-Cha, Chel White
King Size Canary, Tex Avery / MGM
The Sinking of the Lusitania, Winsor McCay
Every Child, Eugene Fedorenko
The Owl Who Married a Goose, Caroline Leaf
Abductees, Paul Vester
Joy Street, Suzan Pitt
Snow White, Fleischer Studios
Pigeon Within, Emily Hubley
One Self/Fish Girl, Emily Hubley
Bimbo's Initiation, Fleischer Studios
Big Concrete Place, Luke Jaeger
Windy Day, John & Faith Hubley
Who Framed Roger Rabbit (excerpt), Bob Zemeckis
The Clown's Little Brother, Fleischer Studios
Pinocchio (excerpts), Disney Studios
Swing Shift Cinderella, Tex Avery / MGM
Ape, Julie Zammarchi
Creature Comforts, Nick Park
The Tune (excerpt), Bill Plympton
Felix The Cat Dines and Pines, Pat Sullivan
Room Runners, Ub Iwerks
Rabbit of Seville, Chuck Jones / Warner Brothers
Lucky Ducky, Tex Avery / MGM
Fantasia (excerpt), Disney Studios
Thank You Masked Man, John Magnuson
5 Dreams, Luke Jaeger