

This class will concentrate on animation, motion and movement. Strong illustration skills are not required, but there will be a lot of animation drawing. For most of the sessions, students will draw and view their own animations from a computer screen.

There will be some homework involved. Reference material and handouts will be supplied by the instructor. At the end of the course, the students will have a DVD of their work.

Week 1: Introduction to Animation

We'll start with a introduction to animation fundamentals, such as squash and stretch, extremes, waves, arcs and in betweening. Students will animate a bouncing ball, following a path of action. Drawings will be photographed using a flip camera, input onto an imac, and animated using imovie.

Week 2: Animating a flour sack

This is a lesson in animating weight and consistency of volume, with plenty of squash and stretch. Students will animate a flour sack crouching down, hopping into the air and the landing. Animations will be tested on the imac.

Week 3: Walking sequences

Students will animate an eight frame walking sequence and an eight frame walking sequence using a basic silhouetted character. Animations will be tested on the imac.

Week 4: Running and jumping sequences

Students will animate several running and jumping sequences using a basic silhouetted character. Animations will be tested on the imac.

Week 5: Animating a bird in flight

Using a nine drawing template, students will animate a bird in flight. They may copy the drawing of the bird from the handout for use a bird of their own design. Students will 'in-between' these nine drawings by adding drawings on their own. Animations will be tested on the imac.

Week 6: Character design

Students will design two characters for the next animation exercise, the punch sequence. Handouts of facial expressions will be distributed.

Week 7: Storyboarding

Following a brief lecture on storyboarding, filmmaking and storytelling techniques, students will develop their own short storyboards for the punch sequence.

Week 8: The punch sequence

Following a short lecture on timing, holds, anticipation, and cartoon 'takes', students will animate one character punching another, using characters of their own design that the developed during the previous two classed. Animations will be tested on the imac.

Week 9: Showcards

In preparation for the DVD, each student will design a showcard which will have their name & a cartoon character of their own design.

Week 10: The wrap-up and the DVD

Students will assist in the editing and the preparation of the DVD.

Materials List:

- 5 tracing pads, either 8 ½" x 11", or 9" x 12"
- 1 drawing (or writing) pad, same size as tracing pads
- 1 box of a dozen HB pencils; 1 large white eraser or kneaded eraser
- 3 Staedtler 03 pigment liners. Any other brand such as Micron would also do
- 1 – 12" ruler; 1 – 30/60 triangle with a 12" edge