

KANSAS CITY ART INSTITUTE

A four-year college of art and design

Fall Schedule 2009: Animation

KCAI's animation major provides students with the quality education, technical expertise and career skills necessary to realize their artistic visions and to succeed upon graduation. We provide intensive instruction in classical, experimental and computer animation. However, one solution is never emphasized over another. Instead, the foundation of our approach is based on mentorship, creative exploration and self direction.

The animation curriculum is prioritized into a suite of sequential classes that emphasize the creative process by combining aspects of animation principals, concept modeling, production methods, history, theory and technique into each project. Courses within the major have planned synergies that will develop over three years the essential skills necessary for students to identify and solve problems in physical, virtual, cognitive and cultural contexts.

Sophomores and juniors are offered a three-credit-hour major studio each semester in which essential production and conceptual skills are developed. In addition, students compliment their studio practice with courses covering: drawing, composition, pre-production, stop-motion, storyboarding, narrative development and sound design.

Current software applications being taught (subject to change): Bonix iStopmotion, Adobe Photoshop/AfterFX and Autodesk Maya.

To reflect the diversity of the discipline and to develop a significant personal work, senior animation students are offered a combined six-hour studio each semester. This approach prepares them to enter the field with a strong sense of artistic integrity and professional practice. Graduates display conceptual, technical and aesthetic innovation and excellence.

Professional practice seminars are a compulsory part of studio practice and all three year levels benefit from exposure to and interaction with visiting artists and other animation professionals who present lectures, demonstrations and engage with students in interactive, hands-on critiques and workshops.

Upon graduation, students will be prepared for entry-level work within the animation industry, to seek and create opportunities as a freelance independent artist or to further their studies in graduate school. Professional opportunities include: animation studios, feature films/television production, independent short-form films, exhibition, installation, and corporate media.

Animation – Required Curriculum

<u>Sophomore Year</u>	<u>Fall</u>	<u>Spring</u>
Sophomore Studio:		
Essentials of Animation	3.0	0.0
Sophomore Studio:		
Experimental Animation	0.0	3.0
Life Drawing for Animation	3.0	0.0
Digital Methods	3.0	0.0
Expressive Drawing	0.0	3.0
Open Elective	0.0	3.0
Studio Elective	0.0	3.0
Liberal Arts	<u>6.0</u>	<u>6.0</u>
	15.0	18.0
<u>Junior Year</u>	<u>Fall</u>	<u>Spring</u>
Junior Studio: Intro to Maya	3.0	0.0
Junior Studio: Digital Frontiers	0.0	3.0
Pre-production Workshop	3.0	0.0
Open Elective	0.0	3.0
Studio Elective	3.0	3.0
Liberal Arts	<u>6.0</u>	<u>6.0</u>
	15.0	15.0
<u>Senior Year</u>	<u>Fall</u>	<u>Spring</u>
Senior Workshop: 1	3.0	0.0
Senior Workshop: 2	0.0	3.0
Senior Studio: Thesis	3.0	0.0
Senior Studio: Portfolio	0.0	3.0
Open Elective	3.0	3.0
Liberal Arts	<u>6.0</u>	<u>6.0</u>
	15.0	15.0
<u>Departmental Elective</u>	<u>Fall</u>	<u>Spring</u>
Writing for Media	3.0	3.0
<u>Recommended Elective</u>	<u>Fall</u>	<u>Spring</u>
Sound for Animation	3.0	3.0

Sophomore Program

ANIM 200-01 Sophomore Studio: Essentials of Animation

3.0 credit hours

Animation presents an unlimited pallet of aesthetic controls for artists to create the illusion of time and motion. This course provides students with a comprehensive introduction to the principles of animation. Instruction emphasizes the creative exploration and practice of traditional hand drawn techniques and means of production. In addition, the history of animation will be covered throughout the semester. Through weekly assignments, lectures, screenings and the completion of a final sequence of animation, students will cultivate the understanding necessary to master all aspects of the medium.

Hudson

IB 117

M 8:00 am – 2:20 pm

ANIM 240 Life Drawing for Animation

3.0 credit hours

This course will introduce sophomore animation students to the rigor of drawing practices related to perspective, representational and figure drawing systems. We will explore the human figure/it's static proportions and it's movement/relation to the environment. We will explore perspective and environmental issues as they pertain to the process of animation. This drawing from life will encompass both the studio setting and various off-campus location settings. The primary goal of the class is to gain experience and practical exercise to facilitate the learning of how to observe, how to evaluate and how to record visual information.

-01 Mayse

IB 115

W 11:30 am 2:20 pm

F 8:00 am-10:50 am

-02 Mayse

IB 115

W 8:00 am-10:50 am

F 11:30 am-2:20 pm

ANIM 261 Digital Methods

3.0 credit hours

This course will introduce students to basic image manipulation and motion graphics software. Conceptual and technical exercises will provide students with the opportunity to achieve basic mastery of Adobe PhotoShop & After FX, as they relate to the production of animation. The primary goal of the class is to set the foundation for establishing organized work habits, visual communication skills and digital proficiency.

-01 TBA

IB 111

W 8:00 am - 10:50 am

F 11:30 am - 2:20 pm

-02 TBA

IB 111

W 11:30 am - 2:20 pm

F 8:00 am - 10:50 am

Junior Program

ANIM 300 Junior Studio: Intro to Maya

3.0 credit hours

This course is an introduction to 3D computer animation using Maya software. Instruction emphasizes basic mastery of the Maya interface, tool sets, and basic animation capabilities. In addition, students will learn how to incorporate various elements, using multiple software applications to create digital based hybrid forms of animation. Students will creatively explore all aspects of the technology through weekly assignments and will complete a finished sequence of animation.

-01	Van Verth	IB 113	M 8:00 am -10:50 am F 11:30 am -2:20 pm
-02	Van Verth	IB 113	M 11:30 am -2:20 pm F 8:00 am -10:50 am

ANM 340-01 Pre-production Workshop

3.0 credit hours

This course will teach students, through practice, presentation and discussion, how to cultivate and develop their ideas into a series of images that combine to create a visual narrative or aesthetic structure. Students will gain an understanding of a wide range of storyboarding approaches and techniques. Topics to be covered include: how visual narrative functions, animation layout, developing character/plot/timing, how to maintain continuity and how to apply basic filmmaking terminology to the design of time/space/movement. In addition, students will complete the storyboard for their junior project.

Hudson IB 117 W 8:00 am -2:20 pm

Senior Program

ANIM 405-01 Senior Studio: Thesis

3.0 credit hours

Students will create a Thesis Presentation and develop a deeper understanding of how their work functions in the contexts of contemporary art, culture, and the human condition. Fundamental issues regarding the creation of art-works including: ethics, semiology, commercialism, and originality will be examined and critiqued against contemporary expressions of science and the humanities.

Van Verth IB 114 W 8:00 am -2:20 pm

ANIM 450-01 Senior Workshop 1

3.0 credit hours

Students will begin concept development, layout and production on their senior project: A two minute (minimum), with sound, animated film to be completed by the end of the spring semester and submitted to festival. Class structure is based around lab time designed to provide workspace and access to necessary equipment and instruction.

Hudson IB 114 F 8:00am -2:20 pm

Animation Electives

ANIM 355-01 Writing for the Media

3.0 credit hours

This curriculum focuses on the analysis, creation and critique of writing for the media using story to communicate a message to a mass audience. The student will deconstruct the foundation of various written media examples to create templates that they will apply to assignments in each medium (with a focus on animation). Writing assignments will be compliant with real-world standards in use by various media outlets.

Special Instructions: Open to second semester Animation Sophomores and higher/Animation majors only.

Jenkins IB 106 TR 8:00 am – 10:50am

ANIM 353-80 Sound for Animation**3.0 credit hours**

The interconnections between movement in aural and visual experience will be explored through hands-on technical demonstrations, production crew work, historical presentations, and developing audio for animation. The relevance of audio works by artists, and multi-channel sound design will also be introduced.

This class serves as an introduction to sound as it relates to time-based media, specifically animation and video. Students will learn to experiment with sync sound, sfx editing and creating a soundtrack for an animation project. Through the creative exploration of sound recording and industry standard digital editing software, students will develop the necessary skills to create vibrant soundscapes that serve to enhance the communicative impact of their time-based work.

Frizzell

EB212

MW 2:30pm-5:20pm