

## **Spring Schedule 2012: Animation**

### **KCAI ANIMATION**

The award winning undergraduate animation program at KCAI provides students with a creatively designed and comprehensive educational experience. Students learn to fully realize their artistic potential and to take charge of their careers upon graduation. The department is committed to the exploration and celebration of all facets of the art of animation.

Experienced animation faculty provides intensive instruction in classical, experimental and digital animation with a special commitment to historical context and professional practice. One approach or point of view is never prioritized over another. Instead, the foundation of our method is to emphasize the hybridization of established methods with advances in current technology and inspired new approaches.

Our three-year animation curriculum is organized into a suite of sequential courses that progressively nurture the creative process through combining aspects of animation principals, concept modeling, production methods and history into each project. Classes within the major have planned synergies which develop all of the essential skills necessary for students to successfully create work within both personal and professional contexts.

In order to fully celebrate the diversity of the medium and to allow students the time required to develop a significant personal work, senior level majors are offered studio courses devoted to producing a short graduation animation project that exemplifies their mastery of the medium to date. This approach fully prepares students to enter the field with a strong portfolio and a well-rounded sense of artistic and technical confidence.

Professional practice is a compulsory component of all instruction and every animation major benefits directly from interaction with world-renowned visiting animation artists, scholars, and professionals. These generous mentors present their work and engage with students in one on one critiques and group workshops.

Upon graduation, students are fully prepared to entry-level work within the animation industry or to seek and create opportunities as freelance independent artists. Professional opportunities may include animation studios, feature film and television production, independent short-film festivals, museum exhibition, teaching and corporate media. Many of our graduates have gone on to further their studies at top graduate schools such as Cal Arts.

Current software applications being taught include Adobe Photoshop, After Effects and Flash, Autodesk Maya, Final Cut Pro and Dragonframe.

### **JOB & INTERNSHIPS**

In addition to an ever-growing list of screenings in national and international film festivals, three of our graduates won a silver Student Academy Award in 2010 for their film, “Dried Up.”

KCAI Animation majors have worked or interned for the following studios and institutions: Disney, DreamWorks, Digital Domain, Nickelodeon, Hallmark, Shadow Machine Films, Bill Plympton Studio, The Nelson-Atkins Museum of Art, Bazillion Pictures, T2, MK12, Intake Studios, Encyclopedia Pictura, Dream Studio, Fuzzy Duck Design, Titmouse Inc., Panda Panther, Grasshorse and Treehouse Studio

### **Animation—Required Curriculum**

<u>SOPHOMORE YEAR</u>	<u>FALL</u>	<u>SPRING</u>
Sophomore Studio Fall:		
Principals of Animation	3.0	0.0
History of Animation	3.0	0.0
Sophomore Studio Spring:		
Digital Methods	0.0	3.0
Character Design for Anim.	0.0	3.0
Studio Elective	3.0	6.0
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 Fall:		
Explorations in Animation	3.0	0.0
Introduction to Maya	3.0	0.0
Junior Studio Spring:		
Ideas in Motion	0.0	3.0
Intermediate Maya	0.0	3.0
Studio Elective	6.0	6.0
Liberal Arts	<u>6.0</u>	<u>6.0</u>
	18.0	18.0

<u>SENIOR YEAR</u>	<u>FALL</u>	<u>SPRING</u>
Senior Studio Fall:		
Graduation Animation I	3.0	0.0
Flash for Animators	3.0	0.0
Senior Studio Spring:		
Graduation Animation 2	0.0	3.0
Senior Workshop	0.0	3.0
Studio Elective	3.0	3.0
Open Elective	0.0	3.0
Liberal Arts	<u>6.0</u>	<u>3.0</u>
	15.0	15.0

\*REQUIRED ELECTIVE: DRAWING  
(Can be taken anytime over the course of three years)

6.0 TOTAL

## Sophomore Program

### **ANIM 220 Sophomore Studio: Digital Methods** **3.0 credit hours**

This course represents an intensive introduction to 2D computer animation using Adobe Photoshop and After Effects Software. Instruction emphasizes basic mastery of the PS & After Effects interfaces, tool sets, and animation capabilities. Additionally, students will learn how to incorporate various digital and analogue techniques to create hybrid forms of 2D animation. Students will creatively explore all aspects of the technology through assignments and will complete a finished sequence of animation.

-01 BAKER	IB 106	W 8.00-10.50AM F 11.30AM-2.20PM
-02 BAKER	IB 106	W 11.30AM-2.20PM F 8.00-10.50AM

### **ANIM 351 Character Design for Animators** **3.0 credit hours**

The mastery of expressive character design is central to narrative based animation. This project-based class will develop the necessary skills for students to creatively conceive, design, and control their own dynamic characters. Industry-based standards and practices and experimental approaches will be examined and explored through weekly lecture, workshops, and assignments. Additionally, students will be introduced to documentary animation through a collaborative final project.

-01	STEGER	IB 114	W 11.30AM-2.20PM F 8:00AM-10:50AM
-02	STEGER	IB 114	W 8:00AM-10:50AM F 11:30AM-2:20PM

## Junior Program

### **ANIM 320-01 Junior Studio: Ideas in Motion** **3.0 credit hours**

Complimenting where explorations in animation left off at the end of the fall semester, students will continue to develop their individual approaches and projects, only now they will also begin to create structured and personalized production pipelines. The goal of this class is to prepare students to fully manage larger scale concepts and projects. By studying and borrowing from industry standards and practices, students will craft unique approaches to pre-production, animating and final formatting. Students will also learn to access their own current strengths and areas of improvement by designing their own short assignments and projects. Class will culminate with the completion of all pre-production materials for the senior graduation animation courses.

HUDSON

IB 106

M 8.00AM-2.20PM

**ANIM 304 Intermediate Maya**

**3.0 credit hours**

This course is a continuation of 3D digital production skills from intro to Maya. Students will explore deeper into 3D animation. Modeling and lighting and rendering through lectures, demos, and assignments. Instruction emphasizes intermediate mastery of these topics as well as proper workflow and the 3D production pipeline. In addition, students will be introduced to particles and deformers.

-01 VAN VERTH

IB 111

W 8.00-10.50AM

F 11.30AM-2.20PM

-02 VAN VERTH

IB 111

W 11.30AM-2.20PM

F 8.00-10.50 AM

**Senior Program**

**ANIM 420 Senior Studio: Graduation Animation 2**

**3.0 credit hours**

All animation seniors are required to produce and complete a two minute animated film, installation, or presentation in order to graduate. This course represents part 2 of this yearlong process and is designed to provide the structured studio environment and mentorship necessary for students to successfully achieve this critical goal. Students are expected to fulfill a series of set production deadlines and the completion of their graduation animation projects. Additionally, through critique and professional practice seminars, students will prepare themselves to enter into the field upon graduation.

HUDSON

IB 114

F 8.00AM-2.20PM

**ANIM 450 Senior Workshop**

**3.0 credit hours**

This course provides dedicated studio work time under the guidance of an experienced mentor in order to aid in the final production of the graduation animation project. Students will participate in bi-weekly discussions and critiques and be expected to meet all required commitments in order to graduate.

STEGER

IB 114

M 8.00AM-2.20PM