

Fall Schedule 2010: Animation

The Animation major at KCAI provides students with the comprehensive education, technical expertise and career skills necessary to actualize personal artistic visions and to achieve professional success upon graduation.

The animation curriculum is organized into a suite of sequential studio courses that emphasize the creative process while combining aspects of animation principals, technical mastery, concept modeling, production methods, history and theory into each project. Intensive instruction in classical, experimental and computer animation are the three pillars of the program.

Sophomores, Juniors and Seniors are offered a six credit hour major studio each semester in which essential production, conceptual and technical skills and expertise are progressively developed. This approach prepares students to enter the animation field upon graduation with a strong contemporary technical skill set, sense of artistic integrity and professionalism.

Professional practice seminars are a compulsory part of studio practice and all three year levels benefit from exposure to and interaction with world-renowned visiting artists and animation professionals.

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 film and television production, independent short-form festivals, exhibition, installation, and corporate multimedia.

Current software applications being taught:

Adobe Photoshop & After FX, Autodesk Maya, Apple Final Cut Pro and Dragon Stopmotion

Animation – Required Curriculum

<u>Sophomore Year</u>	<u>Fall</u>	<u>Spring</u>
Sophomore Studio:		
Animation 1	6.0	0.0
Sophomore Studio:		
Animation 2	0.0	6.0
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:		
Digital Motion 1	6.0	0.0
Junior Studio:		
Digital Motion 2	0.0	6.0
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:		
Advanced Animation 1	6.0	0.0
Senior Studio:		
Advanced Animation 2	0.0	6.0
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 6.0 (Over the course of three years)

<u>Recommended Elective</u>	<u>Fall</u>	<u>Spring</u>
Sound for Animation	3.0	3.0
Anything in Photo/Digital Film		

Sophomore Program

ANIM 201-01 Sophomore Studio: Animation 1

6.0 credit hours

This course represents a comprehensive introduction to the principles, production and history of animation. Additionally, supervised studio work time will allow students to successfully produce weekly skill building assignments and a short personalized final project. Instruction emphasizes creative exploration and practice of traditional animation techniques, life drawing for animation, composition, basic storyboarding, under-the-camera animation and Adobe Photoshop. Through weekly lectures, screenings and readings, students will also gain a foundational understanding of animation history.

Hudson	IB 106	M 8:00 am – 2:20 pm
	IB 101	F 8:00 am -10:50 am

Junior Program

ANIM 301-01 Junior Studio: Digital Motion 1

6.0 credit hours

This course represents an intensive 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.

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

Senior Program

ANIM 401-01 Senior Studio: Advanced Animation 1

6.0 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. Students will begin concept development, layout and production for their senior project: A two minute, with sound, animated film to be completed by the end of the spring semester.

Van Verth	IB 106	W 8:00 am -2:20 pm
TBA	IB 113	F 8:00 am -2:20 pm

RECOMMENDED ELECTIVES:

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