

## Fall Schedule 2011: Animation

KCAI's award winning animation program 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.

Experienced animation faculty provides intensive instruction in classical, experimental and digital animation with a special commitment to historical context. One solution or point of view is never prioritized over another. Instead, the foundation of our method emphasizes the inspired hybridization of new ideas and approaches and serves to support them through creative exploration, artistic self-direction and solid mentorship.

The animation curriculum is organized into a suite of sequential courses that 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 art form and to allow students time to develop a significant personal work, senior animation majors are offered a combined nine hours of studio credits solely devoted to producing a short Graduation Animation project that exemplifies their mastery of the medium to date. This approach prepares students to enter the field with a fully finished work and a well-developed sense of artistic, personal and technical confidence.

Professional practice is a compulsory component of all instruction and every animation major benefits directly from interaction with world famous visiting artists and other animation professionals. These wonderful mentors present their work and engage with students in critiques and workshops.

Upon graduation, students are fully prepared for entry-level work within the animation industry, to seek and create opportunities as freelance independent artists or to further their studies in graduate school. Professional opportunities include: animation studios, feature film & television production, independent short-form film festivals, museum exhibition and corporate media.

*Current software applications being taught:*

*Adobe: Photoshop, After FX & Flash, Autodesk Maya, Apple iMovie and Dragon Stopmotion*

Animation – Required Curriculum

<b><u>Sophomore Year</u></b>	<b><u>Fall</u></b>	<b><u>Spring</u></b>
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 Animators	0.0	3.0
Studio Elective	3.0	6.0
Liberal Arts	<u>6.0</u>	<u>6.0</u>
	15.0	18.0

<b><u>Junior Year</u></b>	<b><u>Fall</u></b>	<b><u>Spring</u></b>
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

<b><u>Senior Year</u></b>	<b><u>Fall</u></b>	<b><u>Spring</u></b>
Senior Studio Fall:		
Graduation Animation 1	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 6.0 Total  
(Can be taken anytime over the course of three years)

<b><u>Recommended Studio Electives</u></b>	<b><u>Fall</u></b>	<b><u>Spring</u></b>
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Sound for Animation	3.0	0.0
History of Motion Graphics	3.0	3.0

Sophomore Program

**ANIM 200-01 Sophomore Studio: Principals of Animation** **3.0 credit hours**

Animation is the art and design of motion. This course represents a comprehensive and intensive introduction to the principles and production methods of animation. Instruction emphasizes creative discipline and practice of traditional hand drawn techniques. Studio work time will allow students to successfully produce weekly skill building assignments and to establish a solid foundation for the creation of future work.

TBA  
 W 8:00 – 10:50am  
 F 11:30am – 2:20pm

**ANIM 212-01 History of Animation** **3.0 credit hours**

It is impossible to create work in a vacuum, unaware of what and who has come before you. Covering over a hundred and twenty years of key historical figures, films, movements, studios and technological milestones, students will gain a working knowledge and comprehensive overview of animation history from a global perspective and learn to understand how that history informs their work. Course structure: lectures, screenings, readings and discussions. Students will participate in active and on-going research as well as written essays and the completion of a final project.

Hudson M 8:00 am – 2:20 pm

Junior Program

**ANIM 300-01 Junior Studio: Explorations in Animation** **3.0 credit hours**

The goal of this course is to foster an educationally vibrant and creatively fluid studio environment for students to explore new ideas within. Through weekly lectures, critiques and screenings, students will be mentored through the creative development of their original concepts, approaches and techniques. Students will be encouraged to experiment and incorporate various approaches as well as to push the limitations of the medium through bi-weekly topic based projects and culminating with a collaborative final sequence of animation.

| PRE-REQ: ANIM 200-01, 220-01  
 TBA M 8:00 am -2:20pm

**ANIM 302 Introduction to Maya** **3.0 credit hours**

This course represents an intensive introduction to 3D computer animation using Maya software. Students will creatively explore the software and basic 3D production skills through lectures, demos and assignments. Instruction emphasizes basic mastery of the Maya interface, tool sets, and capabilities. In addition, students will learn 3D modeling and basic character animation.

| PRE-REQ: ANIM 200-01, 220-01 | CAP PER SECTION: 15  
 Van Verth Section 01 W 8:00 -10:50am  
 F 11:30 am -2:20 pm  
 Section 02 W 11:30 am -2:20 pm  
 F 8:00 -10:50 am

## **Senior Program**

### **ANIM 405-01 Senior Studio: Graduation Animation 1**

**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 at the end of their spring semester. This course represents part 1 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 progress towards the completion of at least fifty percent of the principal animation for their Graduation Animation projects. Additionally, through critique and lectures, students will forge a deeper understanding of their work and how it relates to the world.

| *PRE-REQ: ANIM 200-01, 220-01, 300-01, 320-01*

Hudson

F 8:00am -2:20 pm

### **ANIM 402-01 Flash for Animators**

**3.0 credit hours**

This course will introduce students to the Flash software application as it relates to animation. Instruction will emphasize the basic mastery of the interface, tool sets, animation capabilities and basic production strategies. To build a working understanding of the software and to establish essential skills and work habits, students will create a variety of short projects and finish a final sequence of animation.

| *PRE-REQ: ANIM 200-01, 220-01, 300-01, 320-01*

TBA

W 11:30 am -2:20pm

F 2:30 pm -5:20pm

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## **ANIM DEPARTMENT ELECTIVE FOR NON-MAJORS**

### **ANIME 310-01 Introduction to 3D Computer Animation**

**3.0 credit hours**

This course provides students with a comprehensive introduction to Maya 3D environment and animation. Instruction emphasizes the disciplined creative exploration and practice of 3D techniques, means of production, and history. Students will cultivate the foundation and critical understanding necessary to gain a better handle on the medium.

*OPEN TO NON-ANIM MAJORS ONLY*

Van Verth

TR 8:00 -10:50am

## **RECOMMENDED STUDIO ELECTIVES FOR ANIMATORS:**

### **ANIME 363-01 History of Motion Graphics**

**3.0 credit hours**

This course represents a detailed look into the history, practice and evolution of motion graphics as both an artistic and commercial medium. Students will be exposed to a variety of examples, artists, and real world studies of the practice of motion graphics. Instruction draws attention to both the technical and practical approach to this subject in film, television, gaming, video installations and more. Through lectures, screenings and a series of case studies, students will gain a basic understanding of the possible venues and numerous categories the art form takes.

Baker

TR 8:00-10:50am

