

Spring Schedule 2010: 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

Animation major required classes: SPRING 2010

SOPHOMORE PROGRAM

ANIM 220 Sophomore Studio: Experimental Animation

3.0 credit hours

Building on the formal theories, concepts and basic skills learned in Essentials of Animation, students will advance into solving more complex visual communication problems and begin to cultivate their own unique style/techniques of animation. Conceptual investigation will be applied to various techniques. Through the process of abstraction, students will begin to explore the less rigid fundamentals of two-dimensional language, explore animation's relationship to music and learn to design/think in layers.

-01 Hudson IB 106 M 8:00 am- 2:20 pm

ANIM 235 Expressive Drawing

3.0 credit hours

This course will introduce to the student the value of exploration, invention and discovery through expressive drawing and mark making related to the narrative. Personal expression, communicative marks, spontaneity and intuitive image making through drawing will be investigated by the use of various media in conjunction with unique purposeful surfaces. Our goal is to establish an understanding and ultimate practice of the narrative value of self-expression through drawing and its specific relation to the development of hybrid animation.

-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

JUNIOR PROGRAM

ANIM 320 Junior Studio: Digital Frontiers

3.0 credit hours

Instruction is focused on providing students with a deeper working knowledge of 2 & 3D computer animation so that they can continue to independently explore and express ideas and solve problems within the digital domain. This class is demo and project based. Sample topics to be addressed will include: digital hybrids, character design and theme. Students will learn advanced approaches and then be expected to self-direct projects and exercises designed to articulate a unique approach to their vision. The classroom will function as a creative laboratory for students to experiment with various ideas, techniques & technology.

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

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

SENIOR PROGRAM

ANIM 420-01 Senior Workshop 2

3.0 credit hours

Students will continue and finish production on their senior project: A two minute (minimum), with sound, animated film to be completed by the end of the spring semester. Class structure is based around supervised lab time designed to provide workspace and access to necessary equipment and instruction. Completion of the senior project is required for graduation.

Hudson

IB 106

F 8:00am –2:20 pm

ANIM 475 Senior Studio: Portfolio

3.0 credit hours

Scheduled meetings include presentations, demonstrations and discussions of contemporary animated professional practice. Students will be become involved with hands-on projects, presentations and interact with visiting artist's and professionals. Each student will create a portfolio of work, identify possible career paths and create a demo reel, resume and artist statement. This course is solely designed to fully prepare animation graduates to skillfully navigate the diverse filed of animation.

-01 Van Verth

IB 101

W 8:00 am - 2:20 pm

-02 Heise

EB 212

MW 7:00 pm – 9:50 pm