



Wayne County Community College District

COURSE SYLLABUS

ART 115 Basic Drawing for Animation

CREDIT HOURS: 3.00

CONTACT HOURS: 45.00

COURSE DESCRIPTION:

This course will introduce students to the fundamental principles of drawing and drawing for animation. The student will learn the basic skill for drawing principles with an emphasis in game development providing the foundation for understanding and creating animation. Topics are how to draw: animals, human anatomy, natural setting and drawing effectively for animation. The student will develop the essential drawing skill necessary to be a successful animator.

PREREQUISITES: NONE

EXPECTED COMPETENCIES:

Upon successful completion of this course, the student will:

1. Understand the basics of traditional cell animation and mobility mechanics.
2. Learn practical approaches to drawing, story-boarding and character development.
3. Introduction to cell animation materials and practices.
4. Building or enhancing a vocabulary of animation terminology.

ASSESSMENT METHODS:

Student performance may be assessed by examination, quizzes, case studies, oral conversation, group discussion, oral presentations. The instructor reserves the option to employ one or more of these assessment methods during the course.

GRADING SCALE:

90%-100% = A
80%-89.9% = B
70%-79.9% = C
60%-69.9% = D
<60% = E