

Cartoon Drawing for  
Digital Animation 165-8425/166-8074

# Course Syllabus

Fall Semester 2009

Room: A303

Office Time: M 12-1

Lab Days/Time: M 1-3 in A303 or A401

Class Time: M 7-9:50

Instructor: Arthur S. King

E-mail: [aking@dvc.edu](mailto:aking@dvc.edu)

Description: This class will serve as an introduction to the art of cartoon animation through the instruction of traditional drawing techniques. Students will learn the essential concepts that have been used to create characters for animation from the earliest days of black and white film to those that are used today.

In addition the course will cover character development, layout design, story boarding, script writing, rendering techniques, visual aesthetics, art history and contemporary forms of cartoon art that appear in 2-D form. Students will apply these techniques to traditional strip panels and political cartooning.

All of the above subjects are going to be geared toward the use of the Flash animation program. Completed projects will be published online at:

<http://www.acmeanimation.org/>

ACME Animation Online is an interactive community of persons learning and sharing their knowledge about animated filmmaking and related fields. It's a place to take on animation challenges, show your personal projects, give and get feedback, and improve your knowledge and skill.

ACME is for anyone—beginner to advanced—who is interested in learning more, and for professionals to share their insights about the art form they love. Everyone will create and maintain an account on the website. Acme is free to students that are enrolled in the class.

Students will be expected to keep a sketch book which will be graded for completeness as well as technique.

The final exam will consist of a drawing test, and a 5 minute computer presentation of an individual that has had a significant impact on the animation industry. (Including audio or video clips of the artists work is ok.)

Evaluation: 50% of student grades will be determined by averaging grades on 7 evaluative class assignments and one final exam.

30% of the grades will be based on the completeness of their sketch book. Notebooks will be checked weekly.

20% of student grades will be based on class participation. Students must attend class in order to effectively participate. This is a hands on class.....we will always look at and discuss the work.

Attendance Policy: Students are expected to attend all of every class meeting unless they have received prior permission from the instructor. Attendance will be taken at the beginning of every class meeting. Anyone absent when attendance is taken will be assumed absent from the class. If you are late to class it is your responsibility to make sure your attendance is acknowledged by talking to the instructor.

If a student misses two weeks of class without being excused, it can be assumed that the student is intending to drop the class. It is your responsibility to drop the class. If you wish to do so but do not, you may receive an F for the class.

We will have at least one field trip over the course of the semester. This may be either to a museum trip or a sketch marathon.

Class Philosophy:

In animation, drawing is like breathing, it's essential for not only for living but making a living.

Recommended Websites:

<http://www.cartoonresearch.com/>

<http://www.awn.com/>

<http://www.archive.org/details/animationandcartoons>

<http://klangley.blogspot.com/>

<http://www.animationarchive.org/>