

DigiPen Art and Animation Syllabus

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Office Hours	2:00 pm – 3:00 pm	Web Page	https://nmssc.tumwater.k12.wa.us

Course Overview:

In this course students will learn the fundamentals of art and animation. We will go over the principles of animation, and apply them in both traditional and digital projects. Our art projects will cover topics including 1&2 point perspective, character design, shape language, color theory, line hierarchy, composition, visual storytelling, storyboarding, and more. Students also have the opportunity to put their knowledge to the test in interdisciplinary groups, working with the DigiPen Computer Science class to design and produce game projects using a variety of game engines.

College Credit

DigiPen Art and Animation is articulated with several entry-level college classes at the DigiPen Institute of Technology in Redmond, WA.

Program Objectives and Units overview

- Ability to draw geometric forms in perspective and create illustrations that demonstrate the fundamentals of academic art
- The ability to use the fundamentals to create pieces solo and in a group setting as a production artist
- Shape language and the basics of design
- Know and apply the principles of animation in traditional and digital projects
- The ability to troubleshoot and solve problems in a group projects environment

Specific Course Objectives**Art 101**

- Students will analyze works of art
- The ability to draw simple geometric forms from imagination and observation using the construction method and perspective grids
- Accurately render subject matter with proper perspective from observation and imagination
- Ability to draw from imagination: Landscape, Interior, and Still Life drawing
- Ability to draw from observation: Landscape: Interior, and Still Life Drawing

Ani 101

- the Principles of animation
 - Squash and stretch, slow-in and slow-out, timing, and spacing: Students will show the appearance of weight in their animation using these principles of animation in solo and group projects
 - Arcs: Students will demonstrate the use of arcs in a Ball bounce, Walk cycle, Jump, and character movement
 - Appeal: Design movement and character specific moments that engage the viewer
 - Straight ahead and pose to pose: create animations using both methods demonstrating the advantages and weaknesses of each approach
 - Staging, solid drawing, and secondary action: create backgrounds that demonstrate solid drawing through linear perspective and animate a secondary action within the scene
 - Anticipation and exaggeration: anticipate an action, such as a jump, using an equal and opposite anticipation pose
 - Follow through and overlapping action: Define the motion of loose objects or limbs as they change momentum or direction

Projects

- Define and assign team roles
- Create a production/art bible and style guide
- Time management

Grading

- The grade for this class will go to your sending school to be posted on your transcript. This is a high school class
- Grade Scale:

Percent	Letter Grade	Percent	Letter Grade
100-94	A	79-77	C+
93-90	A-	76-73	C
89-87	B+	72-70	C-
86-83	B	69-67	D+
82-80	B-	66-60	D
59 and below = F			

Food & Drink

No food or Drink, with the exception of bottled water, is allowed near the computers. There are tables away from the computers where students can eat a snack during break.

NMSC Expectations & Policies – Student Handbook

Students are expected to review and follow the school rules, procedures, and processes outlined in the NMSC Student Employability Handbook. New Market Skills Center follows Tumwater School District board policies. Rules will not be reprinted in the syllabi

Cheating/Plagiarism

Students are expected to do their own work. Cheating and Plagiarism (presenting another writer/artist's work as one's own) will not be tolerated.

The use of AI

The use of AI in schools has become a larger discussion over the last few years. This class teaches students traditional drawing and animation skills through project based learning. The majority of work is expected to be completed in class. If a student completes work at home using AI, they should be prepared to complete similar work by hand in class to demonstrate the foundational drawing skills we practice.

Electronic Equipment

Personal electronic devices can benefit a student's education greatly when managed properly. In this class students are expected to manage the use of electronic devices, such as cell phones, based on industry expectations. The use of computers and cell phones should not distract other students during work time.

Students violating the electronics policy can expect:

- 1st offense – warning
- 2nd offense – a meeting, email, or phone call with parents
- 3rd offense – an additional signed contract with the teacher

Dress Code/Uniform Requirement in Addition to Student Handbook