

Course Outline

DAY ONE:

Introduction and Course Outline  
Animation techniques and applications  
Basic principles and how things move  
"Flip Books" and early motion picture devices

DAY TWO:

Workshop (Making hand-made films)  
Assignment #1 - Making films without the use of a camera  
Applications and screenings  
Films: Poodle Poodle  
Dais  
Riddle-De-Dee  
Her Hair  
Lips  
Hoppy Pop

DAY THREE:

Screening of hand-made films  
Discussions  
Demonstration and lecture on "pixilation"  
Making of sound tracks for animation films  
Technical equipment needed for "pixilation"  
Ideas and concepts  
Films: Volcanoes  
The Story Tale  
The Pig  
Assignment #2 - "Pixilation" (Group effort)

DAY FOUR:

Storyboard approach  
Terminology and layout  
The "voice reel" and how it is used  
Ideas into film  
Assignment #3 - Make a 30 second animated idea

DAY FIVE:

Review project from previous day  
Procedures with film animation  
Assignment #4 - Final Project

## DAY FIVE CON'T.:

Films: Aucassin & Nicolette  
 It's Snow  
 The Lion & The Mouse  
 O Canada  
 Rencontre

Applications of collare techniques  
 Its uses and applications  
 Use of photographs, pictures and objects  
 Films: Bead Game  
 Carlen

## DAY SIX:

Under the camera animation  
 Sand animation/painting on glass animation  
 Explanation and demonstration  
 Type of sand to use  
 Lighting techniques  
 Basic set up and storyboard approaches  
 Films: The Metamorphosis of Mr. Samsa  
 The Owl Who Married the Goose  
 The Street  
 Cityscape  
 Gyrinx

## DAY SEVEN:

Techniques of Puppet animation/Clay and plasticene  
 Explanation and procedures  
 How to make puppets  
 Equipment needed  
 Movement and storyboard  
 Films: Matryoshka  
 The Red Dabbler  
 The Owl Castle  
 Tolon Tolo  
 The Treasure of the Trotschkan  
 Structure of plasticene models  
 Journey and fiction  
 Clay animation

## DAY EIGHT:

Character animation and cell animation  
 Layout of ideas to the storyboard  
 Assignment # 5 - Designing character for animation  
 Stop by stop procedure

DAY EIGHT CON'T.:

Films: Hot Stuff  
The Twitch  
Evolution  
Boomsville  
Cosmic Zoom  
Special Delivery

DAY NINE:

Applications of sound tracks to animation  
Making of a sound track  
Lip sync procedures  
Animation camera work  
Editing the animation  
Lay-outs, key animation, inbetweens, clean-ups  
Background design  
The animation "cel"  
How to put it all together

DAY TEN:

Getting the art-work on film  
Stages of production  
Planning the production and timing  
Screening of local animation in Vancouver  
The animated commercial

DAY ELEVEN:

Assignment #6 - How to set up an animation course  
Budgets and organization  
Film projects for children  
Resource information  
Student film festivals  
Animation today  
The future of animation

DAY TWELVE:

Group screenings and project discussions  
Evaluation and open critique  
Question and answer period  
Summary of course

Course Evaluation will be based on attendance and participation in individual assignments, group projects and discussions.

Please provide an outline of the proposed course in approximately 250 words:

STUDENTS WILL BE EXPOSED TO A VARIETY OF ANIMATION TECHNIQUES, APPLICATIONS & SCREENINGS. STUDENTS WILL MAKE SIMPLE ANIMATED FILMS WITHOUT THE USE OF A CAMERA. VISUAL THINKING WILL BE HEAVILY STRESSED AS WELL AS MAKING STORYBOARDS, SOUND IDEAS AND CARTOON CHARACTERS. LECTURES, DEMONSTRATIONS AND <sup>A</sup> WORKSHOP ATMOSPHERE SHALL BE STRESSED.

ALL STUDENTS WILL BE REQUIRED TO PRODUCE THE ASSIGNMENTS THROUGHOUT THE COURSE.

Please list the main readings and activities for the course:

SEE BOOK LIST (STUDENTS HAVE COPIES)

1. MAKING OF HAND-MADE FILMS
2. " " CUT-OUTS
3. ETCHING ON FILM
4. STORYBOARDS
5. PIN-WHEELS
6. FILM LOOPS

Please indicate the number and kind of written requirements to be fulfilled by the student:

ASSIGNMENTS ON VARIOUS ANIMATION TECHNIQUES.