



El Camino College
COURSE OUTLINE OF RECORD – Official

Subject:	DART
Course Number:	221
Descriptive Title:	2D Animation Studio
Division:	Fine Arts
Department:	Digital Art and Design Technology
Course Disciplines:	Digital Art and Design Technology
Catalog Description:	In this course, students continue honing their 2D illustration and animation skills in an intermediate studio with a focus on team projects for short animated sequences incorporating characters, props, scenery and more. Students use concept design and storyboarding to develop original concepts and then make the assets needed to create an animated sequence. Students will focus on narrative, sound, dialog, acting, and dynamic expressive elements to tell a compelling story and develop a project from concept to production in a collaborative studio environment while learning advanced techniques and studio workflow for 2D animation.
Prerequisite:	DART 121
Co-requisite:	
Recommended Preparation:	
Enrollment Limitation:	
Hours Lecture (per week):	2
Hours Laboratory (per week):	4
Outside Study Hours:	4
Total Course Hours:	108
Course Units:	3
Grading Method:	Letter Grade and Pass/No Pass
Credit Status:	Credit, degree applicable
Transfer CSU:	Yes
Effective Date:	
Transfer UC:	Yes
Effective Date:	
General Education ECC:	
Term:	
Other:	
CSU GE:	
Term:	
Other:	
IGETC:	
Term:	

Other:	
Student Learning Outcomes:	<p>Upon completion of this course students will be able to:</p> <ol style="list-style-type: none"> 1. plan and develop story, concepts, and storyboards for a 30-60 second group 2D animation project with multiple shots and scenes 2. create final digital assets for a group animation project that are incorporated in a 30-60 second 2D animated short 3. create and work to project milestones with daily/weekly deliverables and peer review in a collaborative group project setting
Course Objectives:	<ol style="list-style-type: none"> 1. form a project group with at least two class peers and work collaboratively on a 2D animation project that incorporates assets from all group members. 2. create project milestones within the group project to plan and manage the project from narrative development to a final animation 3. concept design: assign roles based on interests and strengths to develop story, character, and environment concepts, storyboards, and visual reference for a group project 4. working in a group context, develop a full range of 2D assets as needed for a project incorporating those assets into an animated sequence 5. use existing assets, as needed and with respect to copyright and licensing, to accelerate project creation 6. create weekly deliverables to demonstrate progress in a group project 7. understand and create the key deliverables of pre-production and production for a 2D animation project 8. respond to feedback from peers and faculty to refine assets and animated sequences for a group project 9. Organize project work into a professional quality clip reel to present animation work for future opportunities
Major Topics:	<p>Lecture Topics:</p> <ol style="list-style-type: none"> I. Project Planning and Execution <ol style="list-style-type: none"> A. Project management overview B. Project milestones C. Team development D. Concept development E. Project execution II. Advanced technical demonstration <ol style="list-style-type: none"> A. Demonstrate advanced digital art and animation technique and workflow as needed III. Analysis and Critique <ol style="list-style-type: none"> A. Foundation for critique of project work B. Feedback on group project work <p>Lab Topics:</p> <ol style="list-style-type: none"> I. Project Development – teamwork <ol style="list-style-type: none"> A. Story writing B. Concept design C. Storyboarding D. Teamwork assignments E. Teamwork discussion and feedback II. Asset Creation <ol style="list-style-type: none"> A. 2D storyboard animatics B. 2D environments and backgrounds C. 2D characters and props D. 2D animation III. Project management

	<ul style="list-style-type: none"> A. Manage weekly project goals and deliverables B. Guide overall project scope C. Provide leadership and feedback on project goals <p>IV. Mentorship</p> <ul style="list-style-type: none"> A. Mentor student groups and act as director of student group projects B. Negotiate student workload and assignments C. Provide one on one and group project mentorship, feedback, and insights <p>V. Presentation, Analysis, and Critique</p> <ul style="list-style-type: none"> A. Presentation of project work B. Critique and feedback on project work
Total Lecture Hours:	36
Total Laboratory Hours:	72
Total Hours:	108
Primary Method of Evaluation:	3) Skills demonstration
Typical Assignment Using Primary Method of Evaluation:	Develop a 2D character asset based on an original concept design for a 2D animated short. Work with a group of peers to refine the concept and use industry standard animation software to create the base asset which will serve as a model for the character in every scene or shot in the animated short.
Critical Thinking Assignment 1:	Provide peer feedback on initial mood boards for an animated short concept. Consider the story, setting, and script elements in the feedback. Provide actionable feedback based on the cohesiveness and applicability to the concept and story.
Critical Thinking Assignment 2:	Create storyboards for a given shot or scene in an animated short. Based on the content of the script use camera angles that enhance storytelling and visually guide a viewer through the shot. Consider lighting, focus, and the mood and timing of action in the shot or scene to guide your process.
Other Evaluation Methods:	Completion, Presentation
If Other:	
Instructional Methods:	Demonstration, Discussion, Guest Speakers, Lab, Lecture, Multimedia presentations
If other:	
Work Outside of Class:	Skill practice
If Other:	
Up-To-Date Representative Texts:	Williams, Richard, <i>The Animators Survival Kit--Revised Edition: A Manual Of Methods, Principles And Formulas For Classical, Computer, Games, Stop Motion And Internet Animators</i> , ed. New York: Faber & Faber Publishing, 2012 (Discipline Standard)
Alternative Texts:	
Required Supplementary Readings:	
Other Required Materials:	
Requisite	Prerequisite
Category	sequential
Requisite course:	DART 121

Requisite and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s).	Knowledge of 2D Animation Principles DART 121 - Animate character movement sequences using layers, key frames, exaggeration, with sketched frames. DART 121 - Demonstrate use of the principles of animation to create and refine believable movement sequences. DART 121 - Animate character movement sequences using pre-rigged puppet character assets. DART 121 - Animate character facial expressions using rigged puppet asset methods.
Requisite Skill:	
Requisite Skill and Matching skill(s): Bold the requisite skill(s), if applicable	
Requisite course:	
Requisite and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s).	
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Enrollment Limitations and Category:	
Enrollment Limitations Impact:	
Course Created by:	Arnold Martin
Date:	09/02/2024
Original Board Approval Date:	01/13/2025
Effective Term:	FA 2025