

Fanshawe College

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Documentation (Approvals etc...)

Animation

2018

FANS 01354 Animation CVS Validation Application

Fanshawe College

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Ontario College Quality Assurance Service

Service de l'assurance de la qualité des
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Animation

Fanshawe College | APS # FANS01354 | MTCU # 51901
Ontario College Diploma | Funding requested - full-time

Purpose

Upon completion of the Animation diploma program, graduates have a sound understanding of the fundamental principles of animation and production techniques through frequent and repeated practice of various exercises. They become familiar with both the creative and technical processes involved in the creation of animation, and have begun to acquire the knowledge and skills needed to support the creation and animation of characters, objects and environments for use in a variety of mediums, such as television, film, and Web. They have developed classical art skills and are able to use traditional tools as well as industry-standard technology and animation software. Graduates are also prepared to assist in the planning and implementation stages of animation projects within the context of their role as members of a production pipeline*.

Admission

Ontario Secondary School Diploma (OSSD) or equivalent, mature student status

Occupational Areas

Graphic designers and illustrators (5241)
Computer programmers and interactive media developers (2174)
Graphics arts technicians (5223)

Laddering Opportunities

Students who successfully complete the Animation diploma will be well-positioned to pursue post-graduate work in specialized fields such as 3D Animation and Character Design and Visual Effects and Editing. We will also pursue degree-completion pathways; many already exist within the School of Contemporary Media, and we are confident receiving institutions will look on this Ontario College Diploma as they do our other ones.

Program VLOs

1. design, create and animate characters and objects using fundamental principles of animation.
2. produce hand-drawn and/or computer-generated drawings using fundamental principles of art, design and composition.

3. use a variety of tools and technologies to create, capture and animate elements.
4. participate in the planning and implementation of animation projects.
5. develop and execute believable animation sequences.
6. create animation sequences that employ basic cinematography principles.
7. use storytelling skills to create, develop and execute animation sequences.
8. apply performance theory to the creation of animation.
9. produce layouts and backgrounds with attention to composition, perspective and colour.
10. present a visual concept to a target audience.
11. use computer skills and appropriate digital asset management techniques to function effectively within a production pipeline*.
12. develop, assemble and present a demo reel* or portfolio in a manner that meets current industry expectations, and highlight one's creativity, skills and proficiency with relevant animation software and related technologies.

Curriculum

- **ANIM-1XX1 - Art Fundamentals and Pre-Production 1** (Semester 1 - 45.00 hours)
During this course the students will learn basic art concepts such as sketching, life drawing, colour theory, and design. The student will also explore pre-production concepts such as story development, script writing, storyboarding, concept art, character development, and production scheduling at a basic level. In-class lessons, brainstorming exercises and roleplaying will all be utilized to help the student practice these concepts and techniques that are important for the pre-production phases of animation projects.
- **ANIM-1XX2 - Stop Motion Animation 1** (Semester 1 - 60.00 hours)
During this course the students will experiment with cameras, lights, and different objects to create animations that are captured one frame at a time. This course is designed to allow the students to learn about physical lighting, lenses, and camera angles that are used to create a story with animation. The students will be taught how to make simple armatures as well as use pre-built armatures to allow for a quick start-up to creating animation.
- **ANIM-1XX3 - Character Animation 1** (Semester 1 - 45.00 hours)
Students will be taught the key terms and concepts that relate to bringing objects to life through animation. Concepts such as keyframes, inbetweening, weight, squash and stretch, anticipation, and many others will be explored throughout this course. Hands-on lessons, exercises, and projects using industry-standard 3D Animation software will be used to explore these concepts. The approach to teaching and learning these concepts will be largely software agnostic, and the concepts of graph editors and keyframing will be used across a variety of applications in future lessons and in students' careers.
- **ANIM-1XX4 - 2D Animation 1** (Semester 1 - 45.00 hours)
Students will explore the creation of 2D animations using industry standard software. The animation of basic shapes, graphics, and text will be used to help explore a variety of techniques and tools. Basic keyframing and interpolation will be taught at an introductory level. Basic image manipulation, vector-based art work, and pixel-based programs will be explored during this course.
- **ANIM-1XX5 - 3D Software Fundamentals 1** (Semester 1 - 45.00 hours)
The students will learn key concepts related to 3D animation and industry-standard tools that are

used in the production of animated films. Demonstrations, lectures, and hands-on lessons will help introduce the students to key concepts that will set the foundation for upcoming courses. Parametric object creation, modelling, materials, lighting, and rendering will all be covered at an introductory level.

- **WRIT-1037 - Reason & Writing 1 - Contemporary Media** (Semester 1 - 45.00 hours)
This course will introduce contemporary media students to essential principles of reading, writing, and reasoning at the postsecondary level. Students will identify, summarize, analyze, and evaluate multiple short readings and write persuasive response essays to develop their vocabulary, comprehension, grammar, and critical thinking.
- **GEED-1000 - General Education 1 (Elective Choice)** (Semester 1 - 45.00 hours) (General Education Course) (Elective)
Students will choose a General Education course from a list of electives.
- **ANIM-1XX6 - Art Fundamentals and Pre-Production 2** (Semester 2 - 45.00 hours)
During this course the students will continue to develop their art and pre-production skills as they apply to animation. They will work on developing animation concepts, story development, script writing, storyboarding, concept art, character development, and production scheduling.
- **ANIM-1XX7 - Stop Motion Animation 2** (Semester 2 - 60.00 hours)
During this course the students will continue to develop their skills using physical cameras and lighting to create animations that are captured one frame at a time. Students will continue to work with pre-built armatures to find the best lenses and camera angles in order to create a story with animation.
- **ANIM-1XX8 - Character Animation 2** (Semester 2 - 45.00 hours)
Students will continue to expand on key concepts such as keyframes, inbetweening, weight, squash and stretch, and anticipation in order to animate bipedal characters. Concepts such as human movement, kinematics, walk cycles, and other fundamental character animation will be covered. Hands-on lessons, exercises, and projects using industry-standard 3D Animation software will be used to explore these concepts.
- **ANIM-1XX9 - 2D Animation 2** (Semester 2 - 45.00 hours)
The animation of basic 2D characters will be taught and practiced during this course. Spline manipulation and advanced vector shape manipulation will be at the core of the creation of software-assisted 2D animations. Image manipulation, vector-based artwork, and pixel-based programs will continue to be studied throughout this course.
- **ANIM-1X10 - 3D Software Fundamentals 2** (Semester 2 - 45.00 hours)
The students will learn key concepts related to 3D animation and industry-standard tools that are used in the production of animated films. Students will further develop their skills and knowledge with 3D animation software. Parametric object creation, modelling, materials, lighting, and rendering will all be covered at an intermediate level.
- **COMM-3075 - Communications for Media** (Semester 2 - 45.00 hours)
This course, designed for students who plan to work in the field of media, focuses on professional written and verbal communication skills. Students learn to prepare a variety of work-related documents. In addition, students learn about research methods and documentation formats. The principles of effective writing -- organization, grammar, style, clarity, and tone -- are reinforced throughout the course. The goal of the course is to prepare students for the communication tasks and considerations they will encounter in the media workplace in order to meet the needs of employers and/or the communities they will serve.
- **GEED-1000 - General Education 2 (Elective Choice)** (Semester 2 - 45.00 hours) (General Education Course) (Elective)
Students will choose a General Education course from a list of electives.

- **ANIM-1X11 - Post-Production and Visual Effects** (Semester 3 - 60.00 hours)
 Students will learn basic audio capture and editing skills to complete their first animation projects. The students will record sound, voices and mix music for their animation projects in other classes. Basic visual effects work will be explored during this course through projects and exercises.
- **ANIM-1X12 - 3D Software: Advanced Techniques** (Semester 3 - 90.00 hours)
 This course is designed to advance the students' knowledge of industry-standard 3D Animation Software. Students will learn various techniques such as rigging set-ups and controllers for driving the animation of mechanical objects and characters as well as lighting, texturing, and rendering techniques for creating photoreal images. The students will advance their modelling skills by creating assets to use in their projects throughout this course. During this course the students will collaborate with other programs in the School of Contemporary Media to complete animated projects.
- **ANIM-1X13 - Character Animation 3** (Semester 3 - 45.00 hours)
 Students will continue to expand their character animation skills into the area of acting, emotion, response, reaction, energy, and giving the sense of human life. Hands-on lessons, exercises, and projects using industry-standard 3D Animation software will be used to explore these concepts.
- **ANIM-1X14 - Advanced 2D Animation** (Semester 3 - 90.00 hours)
 Students will explore the creation of 2D character animations and complete 2D animated stories using industry-standard software. The focus of this course will be on bringing life to the characters. Advanced 2D Lip sync animation and mouth shapes will be included in this course through in-class exercises and course project work. During this course the students will collaborate with other programs in the School of Contemporary Media to complete animated projects.
- **FILM-1001 - Film Criticism 1** (Semester 3 - 45.00 hours) (General Edu Course)
 This course is designed to develop a critical approach to the medium of film, to examine individual creative expression in the films of important directors from various countries with emphasis on cinematic history and theory, to develop the ability to identify technical aspects of film, and to discern mediocre and excellent use of filmmaking technique.
- **ANIM-1X15 - Character Animation 4** (Semester 4 - 45.00 hours)
 Students will work on a major project to develop their character animation skills further. The professor will work with the individual students to help them complete their projects and improve their animations for the unique techniques that each individual is working on. This project will be used for the students' portfolios to help them achieve their career goals.
- **ANIM-1X16 - Career Development** (Semester 4 - 45.00 hours)
 This course will focus on the key concepts for finding employment in the field of animation by examining industry research, professional communication, job searching, interview skills, and portfolio development.
- **ANIM-1X17 - Emerging Technology in Animation** (Semester 4 - 45.00 hours)
 This course will focus on emerging trends and technology related to the future of the animation industry. A variety of projects and presentations will be used for the students to explore, expand, and share knowledge related to the direction of the animation industry. The students will choose an area of interest to do research on and report the results to the class through a presentation and written research paper.
- **ANIM-1X18 - Animation - Capstone Project** (Semester 4 - 105.00 hours)
 During this course each student will have the opportunity to work on a major project in the area of his or her choice. The student can focus on any combination of 2D, 3D or Stop Motion techniques. Pre-production and concept development will be the first part of the course through to animation production and post-production and delivery of their completed project. Students will have

ANIM-1X15			X		X	X	X	X				X
ANIM-1X16			X			X						X
ANIM-1X17			X	X					X	X		
ANIM-1X18	X			X				X	X	X	X	
ANIM-1X19	X		X	X					X	X		

EES Mapping

Code	1	2	3	4	5	6	7	8	9	10	11
ANIM-1XX1	X	X	X	X		X	X		X		
ANIM-1XX2	X	X		X	X	X		X	X	X	
ANIM-1XX3	X	X	X	X	X	X				X	
ANIM-1XX4	X	X	X	X	X	X				X	
ANIM-1XX5	X	X	X	X	X	X				X	
WRIT-1037	X	X		X	X		X	X			
GEED-1000											
ANIM-1XX6	X	X	X	X		X	X		X		
ANIM-1XX7	X	X		X	X	X		X	X	X	
ANIM-1XX8	X	X	X	X	X	X				X	
ANIM-1XX9	X	X	X	X	X	X				X	
ANIM-1X10	X	X	X	X	X	X				X	
COMM-3075	X	X			X	X	X	X	X	X	X
GEED-1000											
ANIM-1X11	X	X	X	X	X	X			X	X	
ANIM-1X12	X	X	X	X	X	X			X	X	
ANIM-1X13	X	X		X	X	X			X	X	
ANIM-1X14	X	X		X	X	X			X	X	

FILM-1001	X	X		X	X	X	X	X		X	X
ANIM-1X15	X	X		X	X	X			X	X	
ANIM-1X16	X	X				X	X	X			
ANIM-1X17	X	X				X	X			X	
ANIM-1X18	X	X				X	X	X	X	X	X
ANIM-1X19	X	X				X	X	X	X	X	X

Certification/Accreditation

Certification type:

There is no recognition (None exist)

Attachments

None

Contact Information

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