Minnesota State University Moorhead

ANIM 375: Stop-Motion Animation

A. COURSE DESCRIPTION

Credits: 4

Lecture Hours/Week: 4

Lab Hours/Week: 0

OJT Hours/Week: *.*

Prerequisites:
This course requires either of these prerequisite categories
1. Both of these
   FILM 175 - Video Production
   PHO 202 - Basic Digital Imaging

   Or
2. All of these three
   FILM 100 - Technical Training: Video Production
   FILM 172 - Video Production
   PHO 202 - Basic Digital Imaging

Corequisites: None

MnTC Goals: None

This course introduces students to traditional stop-motion animation techniques. Works from animators across the globe will provide a survey of animation history and a cross section of traditional animation styles. Lectures and demonstrations will introduce animation techniques including pixiliation, hand-drawn animation, cut-out animation, cel animation, claymation, as well as a brief introduction to armatures and models. Students will begin with the foundational principles of animation, as applied to stop-motion, and explore frame manipulation in time-based media. Pre-production tools and concept development will be emphasized in the design process. Through hands-on projects, students will explore animation practices while making connections to animation theory and aesthetics.

B. COURSE EFFECTIVE DATES: 02/02/2019 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. Traditional stop-motion animation techniques
2. Survey of stop-motion animators
3. Animation Principles
4. Camera and lighting for stop-motion
5. Frame Manipulation
6. Registration
7. Keyframing
8. Multiplane and Replacement Animation
9. Dopesheets/X-Sheets
10. Basic Lip-Sync Techniques
11. Introduction to Animators using Hybrid Workflow

D. LEARNING OUTCOMES (General)

1. Students will utilize three-phases of production (pre-production, production, and post-production) in the pre-visualization and creation of animation projects.
2. Students will demonstrate knowledge of animation history, animation theory, production, and post-production aesthetics.
3. Students will demonstrate knowledge of basic animation principles, practices, and techniques. These include: specialized use of animation lexicon, cinematography principles, lighting and sound design, directing, producing, animating, and editing stop-motion animation.
4. Students will proficiently utilize basic animation equipment.
5. Students will learn basic animation terminology, and apply it to animation praxis.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted