Animation Art & Design

DIPLOMA PROGRAM

LaSalle College
Vancouver

QUARTER 1	QUARTER 2	QUARTER 3	QUARTER 4	QUARTER 5	QUARTER 6	QUARTER 7
CCM101 — Drawing and Perspective	CCM141 — Life Drawing I	CCM191 — Life Drawing II	CCM241 — Life Drawing III	CCM292 — Digital Story Boarding Pre-Visualization	ANI322 — Animation Studio	ANI323 — Final Diploma Captone
CCM111 — Design and Color Theory	CCM161 — Concept Design and Illustration	CCM281 — CG Lightning and Rendering I	ANI331 — Vector Animation I	CCM271 — Rigging	ANI381 — Vector Animation II	
CCM100 — Introduction to Digital Arts	ANI151 — 2D Animation I	ANI251 — 2D Animation II	CCM261 — Portfolio	CCM321 — Pre-Production Team	CCM361 — Production Team	CCM411 — Portfolio II
CCM131 — Basic 3D Concepts	CCM221 — 3D Animation I	ANI207 — 3D Animation Body Mechanics	ANI277 — Advanced Body Mechanics	ANI287 — Advanced Acting and Performance		Elective
CCM121 — Digital Imaging	CCM181 — 3D Modeling I	ANI217 — 3D Animation Acting and Pantomime	Elective	Elective	Elective	Elective

9 Technical Arts Courses 27 credits	+	2 Team Courses 9 credits	+	8 Design Courses 24 credits	+	5 Advanced Courses 15 credits	+	4 Capstone Courses 15 credits	+	5 Elective Courses 15 credits	=	TOTAL 105 CREDITS

LCI EDUCATION NETWORK MEMBER

Animation Art & Design
COURSE DESCRIPTIONS

QUARTER 1

CCM101 DRAWING & PERSPECTIVE
This course is a fundamental drawing course where the students will explore various arts and media and learn to use a variety of drawing tools. This course involves the observation and translation of three-dimensional form into two dimensional drawings. Starting with simple shapes and progressing to more complex organic forms, students will build skill levels in composition, line quality, and use of tone.
Credits: 3

CCM111 DESIGN & COLOR THEORY
A presentation of the basic elements and principles of design and color theory will be made in this course. The student will develop a firm foundation to lay out and organize design elements. This course also explores the theories regarding physical perception and design aspects of color. Exercises involves in contrast, balance; harmony, spatial perception, and symbolism will be used to demonstrate the unique communication properties of color.
Credits: 3

CCM100 INTRODUCTION TO DIGITAL ARTS
This course explores contemporary digital media arts competencies and how they relate to different specializations within computer graphics industries. Through practical project based assignments students will develop theoretical knowledge of digital color theory and its usage in contemporary digital video, imaging, and gaming. Students will also develop a deeper understanding of design concepts in digital 2D & 3D media arts.
Credits: 3

CCM131 BASIC 3D CONCEPTS
This course introduces students to the basic concepts of working in 3D applications. Through in-class demonstrations with accompanying labs as well as project based assignments, students will develop the fundamental skills required to model, surface, texture, animate, and render 3D content.
Credits: 3

CCM121 DIGITAL IMAGING
Students develop basic image manipulation skills in a raster-based computer environment.
Credits: 3

QUARTER 2

CCM141 LIFE DRAWING I
This is a fundamental drawing course where students explore the concepts of structure, volume, proportion, weight, and force in human gesture drawing.
Credits: 3

CCM161 CONCEPT DESIGN AND ILLUSTRATION
This course focuses on prop, vehicle, environment, and character design. Students explore the oncept design and development process to create several drawings from thumbnail sketch to inked final.
Prerequisite: CCM101 Drawing and Perspective
Credits: 3

ANI151 2D ANIMATION I
Students will study timing and weight through a series of projects designed to demonstrate the principles of animation. Issues such as keyframing, in-betweening, and cycling will be addressed.
Prerequisite: CCM101 Drawing and Perspective
Credits: 3

CCM221 3D ANIMATION I
Students will study timing and weight through a series of projects designed to demonstrate the principles of animation. Issues such as keyframing, in-betweening, and cycling will be addressed.
Prerequisite: CCM131 Basic 3D Concepts
Credits: 3

CCM181 3D MODELING I
This course covers modeling techniques used for building organic and hard surface objects and environments in 3D software.
Prerequisite: CCM131 Basic 3D Concepts
Credits: 3

QUARTER 3

CCM191 LIFE DRAWING II
Life Drawing II provides students with the anatomical knowledge required to be successful as an animator, character modeler, character rigger or character designer. Students will study human form and its relationship to skeletal and muscle structure.
Prerequisite: CCM141 Life Drawing I
Credits: 3

CCM281 CG LIGHTING AND RENDERING I
This course introduces students to lighting and camera strategies for computer generated images. Students analyze real world lighting and cameras, and apply the theories to the digital environment.
Prerequisite: CCM181 3D Modeling I
Credits: 3

ANI251 2D ANIMATION II
Students will apply animation principles to produced solidly constructed animation sequences. Emphasis will be placed on timing, weight, balance, posing, and performance. Use of a capture device, pencil tests, and other 2D animation skills will be explored.
Prerequisites: ANI151 2D Animation I
Credits: 3

ANI207 3D ANIMATION BODY MECHANICS
This course introduces the concepts of body mechanics of a humanlike bipedal figure. Students will begin to explore how to animate characters in a believable and appealing manner.
Prerequisite: CCM221 3D Animation I and ANI151 2D Animation I
Credits: 3

ANI217 3D ANIMATION ACTING AND PANTOMIME
This course will continue the student's refinement of observation for the purpose of animating performances with believability. Both live action and animated acting will be studied and analyzed in depth. Concepts from previous animation classes will be reiterated and applied.
Prerequisites: CCM221 3D Animation I and ANI151 2D Animation
Credits: 3

QUARTER 4

CCM241 LIFE DRAWING III
Life Drawing III provides students with the anatomical knowledge required to be successful as an animator, character modeler, character rigger or character designer. Students will study human form and its relationship to skeletal and muscle structure.
Prerequisite: CCM191 Life Drawing II
Credits: 3

ANI331 VECTOR ANIMATION I
Students will learn how to use vector-based animation software to produce animation. They will learn how to plan and execute a production using current industry workflows and techniques that will include traditionally drawn artwork, cut-out animation and a combination of the two methods that is referred to as "Tradigital" animation. Students will also be introduced to a paperless Workflow by using digital tools that are both software and hardware based. With the use of a Wacom digital drawing tablet, students will learn how the brushes available within most graphics applications (both Vector and Bitmap based) are pressure sensitive and will allow an artist to draw and paint on the digital Canvas like they would on a real canvas.
Prerequisites: ANI151 2D Animation I, CCM121 Digital Imaging
Credits: 3

CCM261 PORTFOLIO
This course serves as a mid-program checkpoint. Students assemble and critique works from completed courses, research potential employers, design a production schedule for the duration of their studies, and create and deliver a Powerpoint presentation of final portfolio goals. Students also have the option of creating and presenting a pitch package for consideration in the team production courses.
Prerequisite: Permission of the Academic Chair
Credits: 3

ANI277 ADVANCED BODY MECHANICS
This course will continue the student's refinement of observation for the purpose of animating human body mechanics with believable weight. Posing and timing will be studied and experimented with in depth. Previous principles and theories from 2D and 3D classes will be reiterated and applied.
Prerequisite: ANI207 3D Animation Body Mechanics
Credits: 3

ELECTIVE
Please inquire about elective offerings via your Academic Advisor and/or your Academic Department Director.
Credits: 3

QUARTER 5

CCM292 DIGITAL STORY BOARDING
In this course, students will focus upon understanding the role of digital storyboards/animatics and their use in production for animation, games, as well as for film and television productions (i.e., live action and CGI). In addition, major emphasis will be placed upon executing professional quality storyboards/animatics. Students will learn the various terminologies, cinematic techniques and artistic concepts necessary to render clear and concise digital storyboards and animatics.
Prerequisite: CCM181 3D Modeling I
Credits: 3

CCM271 RIGGING
The purpose of this course is to demystify character setup. The character rig is broken down into its component parts and animation tested throughout the course. Each assignment is evaluated based on functionality, performance, and organization. Upon completion, each student will have created and tested a complete character set up and have the necessary skills to rig their own characters.
Prerequisites: CCM181 3D Modeling I, CCM221 3D Animation I
Credits: 3

CCM321 PREPRODUCTION TEAM
In this course, students will focus on the preproduction of a media arts project in a studio environment. It provides students with the opportunity to apply their knowledge and develop an original media arts concept. This class is the first complete team experience that exposes students to the collaborative efforts of a large production team.production.
Prerequisite: CCM261 Portfolio
Credits: 3

ANI287 ADVANCED ACTING AND PERFORMANCE
This course will continue to further develop students' ability and practice in terms of executing complex animated shots and/or sequences . Particular emphasis will be placed on completing strong animations, in terms of character performance, acting, to convey believable and relatable emotions.
Prerequisite: ANI217 3D Animation Acting and Pantomime
Credits: 3

ELECTIVE
Please inquire about elective offerings via your Academic Advisor and/or your Academic Department Director.
Credits: 3

QUARTER 6

ANI322 ANIMATION STUDIO
This course is a studio where students will begin development for their multifaceted assignment that will be continued in the final capstone project course.The student will learn how to manage their time, evaluate project risk, solve problems and complete aspects of their capstone project.
Prerequisite: CCM261 Portfolio
Credits: 3

ANI381 VECTOR ANIMATION II
Students will apply the skills learned in Vector Animation I to plan and create a short film or additions for their demo reel content - such as titles, animation skill demos, experimental animation or a very short film pitch idea. Students will decide on a project goal, plan the production flow and stick to a schedule. They will follow through each step as structured similar to a professional production, with important goals and milestones integral to achieving the final film completion target. They will be given insight on studio techniques and learn job preparedness for the animation industry.
Prerequisite: ANI331 Vector Animation I
Credits: 3

CCM361 PRODUCTION TEAM
In this course, students focus on the production of a media arts project in a studio environment.
Prerequisite: CCM321 Preproduction Team
Credits: 6

ELECTIVE
Please inquire about elective offerings via your Academic Advisor and/or your Academic Department Director.

QUARTER 7

ANI323 FINAL DIPLOMA CAPSTONE
This course is a studio where students will complete their multifaceted assignment which serves as a culminating capstone project.
Prerequisite: ANI322 Capstone Project
Credits: 6

CCM411 PORTFOLIO II
This course focuses on the completion of a student's portfolio and enables the student to begin their search for entry-level employment upon graduation. Students will present work from their portfolio for review (critique) and obtain an assessment of the quality of their work in order to make necessary enhancements. The student portfolio consists of two major components. The first component consists of a self-promotional package that includes business cards, resume, on-line propagation and website. The second component is the assembly and assessment of the student's capstone project.
Co-requisite: ANI323 Final Diploma Capstone
Credits: 3

ELECTIVE
Please inquire about elective offerings via your Academic Advisor and/or your Academic Department Director.
Credits: 3

ELECTIVE
Please inquire about elective offerings via your Academic Advisor and/or your Academic Department Director.
Credits: 3

**Where no prerequisite is provided, none is required.
*Course descriptions describe the learning opportunities that are provided through the classroom and coursework. It is each student's responsibility to participate in the activities that will lead to successfully meeting the learning outcomes.

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ANIMATION ART & DESIGN KIT

price: $265.00

1. Paper Newsprint Pad 10413401
2. Sketchbook (9x12) 10412367
3. Col-Erase Blue Pencils (2)........................ 10412572
4. Col-Erase Red Pencils (2)......................... 10412596
5. Colour Pencil Set of 24 10460290
6. Pencil Sharpener 10412886
7. 18"Metal Ruler with Corked Back 10412756
8. Document Tube 10431313
9. Metropolis Bag 10422489
10. Pencil Set of 6 10412657
11. Binder 1.5" View White 10450048
12. Paper Animation 100/sh 10456019
13. Pegbar 10413418
14. Flash Drive USB 128 GB 10471906
15. Eraser Vinyl 10410837

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LCI EDUCATION
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