

Montgomery County Community College  
 ART 238  
 Animation I  
 3-2-2

**COURSE DESCRIPTION:**

This course is an introduction to the fundamental principles of animation. Conceptual skills related to timing, rhythm and motion are developed through exercises in drawn animation, with a progression to the introduction of basic digital animation tools. An emphasis will be placed on the development of personal style and solid craftsmanship in execution. An overview of the history of animation and professional working methods will be introduced. Screenings of complete shorts and/or excerpts of feature-length commercial and independent animation will be presented for evaluation and discussion. This course is subject to a course fee. Refer to <http://mc3.edu/adm-fin-aid/paying/tuition/course-fees> for current rates.

**REQUISITES:**

*Previous Course Requirements*  
 ART 111 Drawing I

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LEARNING OUTCOMES	LEARNING ACTIVITIES	EVALUATION METHODS
8. Make qualitative comparisons and contrasts between animations done by different artists.		

## LEARNING MATERIALS:

Recommended Texts:

Laybourne, Kit. (1998). *The Animation Book*. Three Rivers Press.

ISBN: 0-517-8860202.

Ulrich, Katherine. (2004). *Flash MX 2004 for Windows and Macintosh*. Peachpit Press.

ISBN: 0-321-21344-0.

Yeung, Rosanna with Lynda Weinman. (2004). *Flash MX 2004 HOT (Hands on Training)*. Peachpit Press. (Or a text related to working with other 2D animation software)

White, Tony. (1998). *The Animator's Workbook*. Watson-