

# 강의계획서(2020년 1학기)

교과목명	기초애니메이션이해		분반	1	담당교수명	조동민	
과목코드	0000123575						
학과 . 학년	산업디자인학 2		학점	3.0	연구실번호		
요일 , 시간	화 6-A, 화 6-B, 화 7-A, 화 7-B, 화 8-A, 화 8-B, 화 9-A, 화 9-B		교과목구분	전공필수	강의실	전주:예술대학 본관 1080	
수업목표	<p>This course will help students explore and master the principles of animation. Animation terminology and the history of animation will be covered. Work in and out of class will involve storyboarding and using character forms to apply and understand the twelve principles of animation.</p> <p>The basic and common movement for human communication, which is the foundation of Animation, is used to recognize and utilize the principles and rules of the new expression method. It deals with the expression method of the basic human body and things through practice.</p> <p>Also, by performing a direct character response before computer Rigging, we can recognize the essential action of basic animation and utilize practical animation Rigging</p> <p>Through a systematic approach to animation theory, we want to help guide useful methods for</p>						
직전 강의평가 반영 사항	Confirm the homework						
6대 핵심역량과의 관계							
구분	소통역량	창의역량	인성역량	실무역량	모형역량	문화역량	합계
강의반영 비율 (%)	20	20	10	10	10	30	100
*주별 내용*						수업방식별시간	
						온라인	오프라인
제 1주	Orientation , Overview of the course and set concepts - Theory						
제 2주	Thinking tends to lead to conclusions ; emotion tends to lead to action 1. Shape analysis and characterization of human beings and objects: capture/ express - Practice and theoretical(Formal analysis and characterization of the human body and objects) 2. Inner Monologue 실습						
제 3주	Acting is reacting. Acting is doing 1. Approaching the Real Perception of 3D Form: Capturing/Expressing - Practice and Theor (Approaching a three-dimensional realistic perception) 2. Private Moment 실습						
제 4주	Your character needs to have an objective 1. Variation according to viewing angle: Capture/expression - Practice and theory( Deformation by viewing angle) 2. Mutual Objective 실습						
제 5주	Your character should play an action until something happens to make him play a different action 1. Understanding Image Composition and Representation Using Text: Capturing/ Expressing - Practical and theoretical(Understanding the composition and presentation of images using text)						
제 6주	All action begins with movement 1. Utilizing Funeral Expressions of Functions: Capturing/Expressing - Practices and Theory(Use the humorous expression of a function) 2. Vocal Character 실습						

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제 7주	Mid-Term Quiz Midterms (expression ability evaluation) - Practical expressions test		
제 8주	Empathy is the magic key. Audiences empathize with emotion 1. Image Representation Using Abstract Form : Combine/Configure - Practice and Theory(Image Expression Using Abstract Form) 2. Character Status 실습		
제9주	A scene is a negotiation 1. Visual Expression of Meaning: Combining/Configuring - Practice and Theory(visual representation of meaning) 2. Power Center 실습		
제 10주	How to use the adrenaline moment concept 1. Combining Unit: Combining/Conforming - Practice and Theory(Combination of Units) 2. Body Types 실습		
제 11주	How to express the pantomime 1. Creating Shape Changes by Combination Method: Combining/Conforming - Practical and theoretical(Creating Formal Changes by Combination Method) 2. Facial Expression 실습		
제 12주	Laban Movement theory 1. Composition of Visual Priority: Combine/Configure - Practice and Theory(Composition of Visual Priority) 2. Remarkable Character 실습		
제 13주	The Actor generally leads the camera 1. Overlap Composition: Combine/Configure - Practice and Theory(Overlap Configuration: Combination) 2. Neutral Scene 실습		
제 14주	Never Deny the reality of your scene partner Create a General Image Story Board: Combine/Configure - Practices and Theory(Creating a generic image story board)		
제 15주	Final Test Quiz Final exam (out-put calculation) - Practical expression test		
제 16주			

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권장 선수과목	Nothing														
주교재	How to draw animation														
저자	Christopher Hart					출판사	Watson-guptill publications new york				출판년도	2009			
참고자료	1. Author : Christopher Hart / Title : How to draw animation / Publisher : Watson-guptill publications new york/ 2. Distribution of Print for Information at each week														
교재언어	영어						강의언어	영어							
필요기자재															
상대/절대평가 구분	상대평가 II				상대평가 II 비율 (A:A+B:C이하)				40	:	80	:	20	총 비율 (%)	100
절대평가 기준															
평가계획	평가 요소별 배점														
	중간	20%	기말	20%	출석	30%	과제물	30%	안전교육	0%					
기타(1.Unable to accept if not participating in the week Task 2.Needs for comfortable clothes 3. No excessive accessories)															
참고 사항	* 장애학생 교수학습지원 사항														
	- 강의		<input checked="" type="checkbox"/> 강의 파일, 자료 등 제공			<input type="checkbox"/> 좌석배치(지정좌석) 조정									
			<input type="checkbox"/> 기타: .....												
	- 과제		<input type="checkbox"/> 과제 제출기한 연장			<input checked="" type="checkbox"/> 대안적 과제 제시									
	- 평가		<input type="checkbox"/> 시험시간 연장			<input checked="" type="checkbox"/> 평가방법 조정(대독, 구두응답, 도우미 대필 답안작성 등)									
		<input type="checkbox"/> 별도의 시험 장소 제공													
		<input type="checkbox"/> 기타: .....													
		<input type="checkbox"/> 그 외(필요시 자유로이 추가 기술) .....													
※ 위 지원사항 등을 포함한 강의, 과제, 시험 등 학습과정에서 장애로 인하여 추가 지원이 필요한 경우 개강전 담당강사 및 장애학생지원센터를 통해 문의 바랍니다.															