



**Jordan University of Science and Technology**  
**Faculty of Architecture And Design**  
**Design And Visual Communication Department**

DV261 Inspirational Art For Animation

Second Semester 2023-2024

**Course Catalog**

3 Credit Hours. From selected stories and scripts, students will create characters and paintings depicting the setting and mood of the story. This course will stress strong drawing and painting skills and requires a vivid imagination

**Teaching Method:** Blended

**Text Book**

<b>Title</b>	The Animator?s Survival Kit?: A manual of methods, principles and formulas for classical, computer, games, stop motion and internet animators
<b>Author(s)</b>	Williams, R.
<b>Edition</b>	3rd Edition
<b>Short Name</b>	Ref#1
<b>Other Information</b>	<a href="https://openlibrary.telkomuniversity.ac.id/pustaka/153017/the-animator-s-survival-kit-a-manual-of-methods-principles-and-formulas-for-classical-computer-games-stop-motion-and-internet-animators.html">https://openlibrary.telkomuniversity.ac.id/pustaka/153017/the-animator-s-survival-kit-a-manual-of-methods-principles-and-formulas-for-classical-computer-games-stop-motion-and-internet-animators.html</a>

**Instructor**

<b>Name</b>	<b>Mr. Emad Hailat</b>
<b>Office Location</b>	-
<b>Office Hours</b>	Sun : 14:30 - 15:30 Mon : 11:30 - 13:00 Tue : 14:30 - 15:00 Wed : 11:30 - 14:30
<b>Email</b>	emhailat5@just.edu.jo

**Class Schedule & Room**

Section 1:

Lecture Time: Mon : 13:00 - 14:30

Room: A2124

**Prerequisites**

Line Number	Course Name	Prerequisite Type
2232410	DV241 Computer Graphics And Illustration	Prerequisite / Study

**Tentative List of Topics Covered**

Weeks	Topic	References
Week 1	Introduction to course, course syllabus	
Week 2	Introduction to the art of creative inspiration	
Weeks 3, 4	Understanding the animation process	
Week 5	Techniques for finding inspiration	
Week 6	Types of Animation	
Week 7	The role of creativity in animation	
Week 8	The Animation Workflow	
Week 9	Developing characters	
Week 10	Cases Analysis and project requirements	
Week 11	Developing stories	
Week 12	Cases about stories	
Week 13	Environment (Settings) in Animation	
Weeks 14, 15	Inspiring the environment	
Week 16	Final Exams	

Mapping of Course Outcomes to Program Outcomes	Course Outcome Weight (Out of 100%)	Assessment method
Students are expected to explain the importance of creative inspiration in the animation process and its role in creating innovative and captivating works	20%	Story, First Exam, Final Exam
Identify and utilize various sources of inspiration, such as personal experiences, nature, art, literature, and cultural influences	15%	Character, First Exam, Final Exam

Develop original ideas and concepts for animation projects by employing techniques like brainstorming, mind mapping, and observation	15%	First Exam, Final Exam
Apply different animation techniques and styles, such as 2D, 3D, stop-motion, and experimental animation, to bring their creative visions to life	10%	Character, First Exam, Final Exam
Analyze and critique creative animation works, evaluating their artistic merit, technical execution, and overall impact	40%	Second Exam, Final Exam

Relationship to Program Student Outcomes (Out of 100%)							
PLO1	PLO2	PLO3	PLO4	PLO5	PLO6	PLO7	PLO8

Evaluation	
Assessment Tool	Weight
Story	10%
Character	10%
First Exam	30%
Second Exam	10%
Final Exam	40%

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