Course Information Form (CIF)

Course Code: CSC 186
Course Title: 2D Animation

Department: Business/Computer Science and Technologies
Effective Date: Summer 2026
PCS Code: 1.1 - Baccalaureate/Transfer
CIP Code: 10.0304
Repeatability: 0

Credit Hours

Catalog Notation: 3-2-4
Credit Hour Distribution:

Lecture: 3	Lab: 2	Clinical: 0	**Total: 4**

General Course Information

Catalog Description

Introduction to concepts, processes, and history of animation. Emphasis on concepts, storytelling, and principles of motion design. Projects will focus on creating traditional as well as computer assisted animations for digital media using Adobe Animate and After Effects.

General Course Objectives

To prepare students with the basic knowledge and fundamental skills of animation for the field of digital media; learn Adobe Animate and After Effects; apply artistic considerations to communicate concepts and stories with motion; provide hands-on, real-world, job-specific experience.

Minimum Placement Levels

English	Reading	Math
Placement into ENG 098	Placement into CCS 098	None

Prerequisites

None

Methods of Evaluation

10-15 exercises, tutorials, and small scale studies will be given to introduce and develop the student's understanding and proficiency of course concepts and skills. 4 large scale projects will be regularly assigned to apply the concepts introduced in exercises and tutorials. Project assignments form the basis of the student's portfolio work in digital media.

Instructional Materials and Additional Supplies

Taught in lab environment with specialized software and hardware. Regular upgrades of software and hardware expected annually.
Students are required to have a USB flash drive ($50). Lab fees ($20).

Course Content

General Learning Outcomes (GLOs)

- Creativity and Innovative Thinking: Students will design, present, and interpret materials, information, and ideas in innovative ways.
- Technology: Students will demonstrate the ability to evaluate, select, and appropriately use current and emerging tools.

Course Segments and Student Learning Outcomes

Course Segment	Learning Outcomes	Lecture Hours	Lab Hours	Clinical Hours
Orientation to Course	1. Identify course requirements, expectations.	1	0	0
Animation Fundamentals	1. Demonstrate fundamentals of animation (timing, spacing, motion curves, key-framing).	4	4	0
Traditional Animation	1. Demonstrate traditional animation techniques (flipbooks, object animation, cutout animation, time-lapse, pixilation, paint-on-glass, clay, puppet, stop-motion).	10	6	0
Working with Sound	1. Demonstrate sound editing and production techniques for animated sequences.	2	2	0
Motion Graphics	1. Demonstrate methods for creating motion designs (fine, form, type, effects).	5	3	0
Rotoscoping	1. Demonstrate techniques to capture and modify live-action motion.	2	2	0
Layering and Compositing	1. Demonstrate methods to integrate and compose multiple animated elements.	4	2	0
Storyboarding and Animatics	1. Demonstrate methods to describe narratives using visual story-telling techniques.	3	2	0
Line and Cel Animation	1. Implement various methods used to create line and cel animated sequences.	6	4	0
Visual Effects, Compositing, Motion Tracking	1. Demonstrate techniques to create designs for visual effects focusing on compositing and tracking.	4	3	0
Visual Effects, Pre-composing, Color Correction	1. Demonstrate techniques to create designs for visual effects focusing on pre-composing and color correction.	4	2	0

Total Contact Hours

Lecture Hours	Lab Hours	Clinical Hours
45	30	0