Animation

Course prefix: LMC

Course number: 3253

Section: B

CRN (you may add up to five):
34480

Instructor First Name: Krystian

Instructor Last Name: Ramlogan

Semester: Spring

Academic year: 2026

Course description:

Ever wondered how drawings, puppets, or pixels come to life on screen? This course takes you on a journey through the history and art of animation: from hand-drawn shorts and stop-motion experiments to today's stunning digital worlds. No prior experience is required. You'll explore how animation has evolved as both an artistic and cultural force, learning how animators across time and continents have shaped the way we imagine stories, characters, and motion itself. Along the way, you'll gain a foundation in animation history, technique, and theory, with an opportunity to get hands-on experience using Autodesk Maya to create simple 3D scenes.

Course learning outcomes:

Course Goals

Upon successful completion of this course, the student should have developed:

- **Understand animation across history and media**. Develop an understanding of animation as a global, evolving art form—from early experiments and "cinema of attractions" to contemporary digital, hybrid, and platform-based animation across film, television, games, and emerging media.
- **Apply critical analysis to animated form**. Analyze how animated works construct meaning through motion, timing, transformation, design, sound, and narrative structure, using key concepts from animation studies.
- **Examine animation as a cultural and technological practice**. Explore how animation reflects and reshapes cultural values, labor systems, industrial histories, and technological change, including the shifting boundaries between animation, live

action, and digital performance.

- **Create original scholarly and/or creative work**. Research, design, and execute a substantial final project—either a scholarly research paper or a creative work (such as a script, pilot concept, video essay, or other approved format)—that engages animation studies and/or public-facing critical discourse, demonstrating awareness of connections between genre, media aesthetics, animation techniques, and audience impact.
- **Experiment with contemporary animation practice (optional)**. For students who choose to pursue it, explore introductory animation workflows and 3D principles using guided tools (including Autodesk Maya) as a means of deepening conceptual understanding of animated form, space, and motion.

Learning Outcomes

Upon successful completion of this course, the student should be able to:

- **Analyze animated works critically**: Apply key theories, terminology, and concepts from animation studies to analyze animated films, series, and media across different historical periods, cultures, and aesthetic traditions.
- **Interpret animation in context**: Explain how animated works reflect and respond to broader cultural, technological, political, and industrial conditions, including shifts in media platforms and audience experience.
- **Engage animation as a mode of thinking**: Demonstrate an understanding of animation not only as a genre or technique, but as a way of constructing meaning through motion, transformation, time, and abstraction.
- **Communicate ideas effectively**: Produce clear, well-structured written and oral arguments that integrate close analysis, theoretical insight, and evidence drawn from animated texts and scholarly sources.
- **Collaborate and synthesize**: Work collaboratively to research, design, and present critical interpretations of animated works, integrating theory, formal analysis, and peer discussion.
- **Explore animated practice conceptually (Optional)**: For students who choose to do so, apply introductory animation or 3D principles, such as timing, motion, spatial design, and transformation, using guided tools or workflows (including Autodesk Maya) to support critical and creative inquiry.

Required course materials:

- **The Animation Studies Reader** edited by Nichola Dobson, Annabelle Honess Roe, Amy Ratelle, and Caroline Ruddell (ISBN: 978-1501332609)
- **Additional reading materials** will be available via Canvas
- **Recommended**: 3D Animation Essentials by Andy Beane (ISBN: 978-1118147481)
- Access to streaming platforms for some films.

Grading policy:

Grades in this course are based on the completion and quality of assignments, activities, and assessments. The weighting reflects a balance between written analysis, collaborative work, engagement, and integrative learning.

- Analytical Journal: 5 pts
- Essay: 10 pts
- Research Paper: 15 pts
- Midterm Group Presentation: 12 pts
- Quizzes - Online (2): 20 pts
- Creative Research/Art Project: 25 pts
- Participation - Weekly Responses: 13 pts
- Total: 100 pts

Grading Scale:

- A: 90-100
- B: 80-89
- C: 70-79
- D: 60-69
- F: 0-59

Attendance policy:

Regular attendance and active participation are required in this course. While attendance itself is not assigned a standalone numerical point value, absences directly affect participation-based work, including weekly responses and small group discussions.

- Students are permitted up to three (3) absences without penalty.
- Each additional absence beyond three results in a one (1) point deduction from the final course grade.
- Absences are recorded regardless of reason.
- Three instances of tardiness or early departure count as one absence.
- Planned absences require written notice via email two (2) weeks in advance.
- University policies regarding excused absences and academic accommodations will be followed when applicable.

Academic honesty/integrity statement:

Students are expected to maintain the highest standards of academic integrity. All work submitted must be original and properly cited. Plagiarism, cheating, or any form of academic dishonesty will result in immediate consequences as outlined in the university's academic integrity policy.

Core IMPACTS statement(s) (if applicable):

This is a Core IMPACTS course that is part of the Arts, Humanities & Ethics area.

Core IMPACTS refers to the core curriculum, which provides students with essential knowledge in foundational academic areas. This course will help master course content, and support students' broad academic and career goals.

Orienting Question:

- How do I interpret the human experience through creative, linguistic and philosophical works?

Learning Outcome:

- Students will effectively analyze and interpret the meaning, cultural significance and ethical implications of literary/philosophical texts or of works in the visual/performing arts.

Career-Ready Competencies:

- Ethical Reasoning
- Information Literacy
- Intercultural Competence