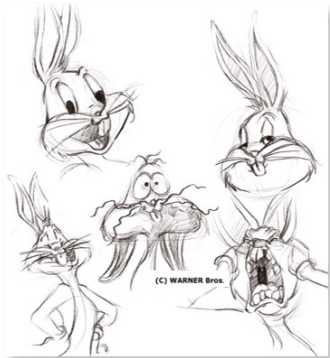


Cartooning and Animation

Character building with storytelling brought to life through motion.



16 weeks - Mondays 9-1pm (3-1 hour rotations with 10 minute transitions, 30 minutes break)

September 10 through January 21, 2019

(9/10, 9/17, 9/24, 10/1, 10/8, 10/15, 10/22, 10/29, 11/5, 11/12, 11/19, **NC 11/26**, 12/3, 12/10, **NC 12/17**, **NC 12/24**, **NC 12/31**, 1/7, 1/14, 1/21)

@ OC Music and Dance: 17620 Fitch #160, Irvine, CA 92614

Lead Teaching Artist: **Connor Bell**

Max: 16 students

1. **White Seal:** Chuck Jones character drawn using shape building technique.
2. **Bugs Bunny:** Chuck Jones character drawn using shape building technique.
3. **Character Development:** Creation of unique character.
4. **Cel Animation:** step one, character painted onto clear acetate.
5. **Cel Animation:** step two, background painted on paper.
6. **Shape Language:** drawing exercises to explore how shapes affect personality.
7. **Character Grouping:** create a cohesive group of characters based on theme.
8. **Storyboard:** group to create visual narration of combined characters within story arc.
9. **Contrasting Characters:** create a cohesive group of characters based on contrast.
10. **Range of Expressions:** drawing emotion to give your character expressions.
11. **Figure Posing:** articulation of character for poses and interaction during filming.
12. **Staging a Scene:** drawing of background and foreground elements for filming.
13. **Filming:** sequential filming using stop motion application on iPad.
14. **Filming:** continuation of sequential filming using stop motion application on iPad.
15. **Sound:** adding narration and sound effects to stop motion.
16. **Finale:** titling, presentation and upload.

CHUCK JONES
Center for
Creativity



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Exercise Your Genius!

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