

MES 160-XXXX

World History of Animation

BOROUGH OF MANHATTAN COMMUNITY COLLEGE

The City University of New York
Department of Media Arts and Technology

Title of Course: World History of Animation

Class Hours: 3

Time/Place: XXXday

Laboratory Hours per Week: 0

XXam - XXpm

Online Synchronous - Zoom

Credits: 3

Semester: Fall 2023

Instructor Information:

Professor XXX

Email: [XXX](#)

Course Description:

World History of Animation introduces students to seminal works of animation across time and cultures. The course discusses the evolution of the art form through the lens of technical innovations, socio-political contexts, and aesthetic movements. Students will study works ranging from large productions to independent and experimental shorts, and the influence of different national productions and authors on one another.

Basic Skills:

Pass ESL54 or ENG 88/Pass ACR 94 or writing Index 55+

Prerequisites: None

Co-requisites: None

Course Student Learning Outcomes	Measurements (means of assessment for student learning outcomes listed in first column)
1. Identify vocabulary used in the field of animation, such as frame rate, storyboarding, concept art, celluloid, stop motion, CGI, rendering, etc.	Informal Classroom Speaking and Writing Exercises, Papers, Quizzes, Film Journals, Final Exam
2. Recognize how technical innovations have changed the aesthetic, financial considerations, and distribution of animated works.	Informal Classroom Speaking and Writing Exercises, Papers, Quizzes, Discussion Board, Film Journals, Final Exam
3. Differentiate animation genres, techniques, and modes of production of different eras and nations.	Informal Classroom Speaking and Writing Exercises, Papers, Quizzes, Discussion Board, Film Journals, Final Exam
4. Compare and contrast the visual style, target audience and intent of animated works across time and cultures.	Informal Classroom Speaking and Writing Exercises, Papers, Quizzes, Discussion Board, Film Journals, Final Exam
5. Identify issues of difference among animators/studios and the ways difference has affected their animated works.	Informal Classroom Speaking and Writing Exercises, Papers, Quizzes, Discussion Board, Film Journals, Final Exam

Below are the college's general education learning outcomes, the outcomes that checked in the left-hand column indicate goals that will be covered and assessed in this course.

<input type="checkbox"/>	General Education Learning Outcomes	Measurements (means of assessment for student learning outcomes listed in first column)
<input checked="" type="checkbox"/>	Communication Skills - Students will be able to write, read, listen, and speak critically and effectively	Informal Classroom Speaking and Writing Exercises, Papers, Quizzes, Film Journals, Final Exam
<input type="checkbox"/>	Quantitative Reasoning: Students will be able to use quantitative skill and the concepts and methods of mathematic to solve problems.	
<input type="checkbox"/>	Scientific Reasoning - Students will be able to apply the concepts and methods of the natural sciences	
<input type="checkbox"/>	Social and Behavioral Science - Students will be able to apply the concepts and methods of the social sciences	
<input checked="" type="checkbox"/>	Arts & Humanities - Students will be able to develop knowledge and understanding of the arts and literature through critiques of works of art, music, theatre, and literature.	Informal Classroom Speaking and Writing Exercises, Papers, Quizzes, Film Journals, Final Exam
<input checked="" type="checkbox"/>	Information & Technology Literacy - Students will be able to collect, evaluate and interpret information and effectively use information technologies.	Using Blackboard and Zoom, Papers, Quizzes, Film Journals, Final Exam
<input checked="" type="checkbox"/>	Values - Students will be able to make informed choices based on an understanding of personal values, human diversity, multicultural awareness and social responsibility.	Informal Classroom Speaking and Writing Exercises, Papers, Quizzes, Film Journals, Final Exam

Required Texts: There is no required textbook for this course. Reading, web resources and tutorials are available at <https://openlab.bmcc.cuny.edu/history-of-animation-mes160/> and on the class Blackboard page.

Other Resources: The films on this syllabus are available for free on Kanopy, Swank, Academic Online Streaming, or on YouTube. Please follow <https://bmcc.libguides.com/az.php?t=35954> to login to our licensed paid subscription services (you must use your BMCC ID and password to gain access). Students must also use **Blackboard** to access course content and submit assignments for grading.

Use of Technology (If Applicable): Students will use Blackboard to post their assignment. Faculty will upload grades and comments there too, along with any other course material they see fit. To login to Blackboard, go to <https://www.cuny.edu/about/administration/offices/cis/cuny-login-faq/> login and click on the Blackboard menu item.

Students will need to login to Blackboard regularly. If you do not have (or cannot remember) your ID and Password for both/either, contact the BMCC helpdesk right away: 212-220-8379 or helpdesk@bmcc.cuny.edu ; Room S141, 199 Chambers Street. You may also reset your password by going to <https://cunyportal.cuny.edu/> and clicking on "Account & Password Reset"

This is an intensive writing class. Work must be checked for spelling, grammar, punctuation, and formatting before handing in for grading. If you have issues writing in standard English, please attend a Writing Center Orientation and arrange for tutoring through [Upswing](#).

Evaluation and Requirements of Students:

What makes this course a Writing Intensive Course? Successful completion of all assignments fulfills the WI requirement for graduation. Writing Intensive Courses pay special attention to developing critical reading, writing, and analytic skills to prepare students for college-level coursework in general. Both informal and formal writing will be designed to maximize your understanding of the subject matter. Formal writing assignments, at least 10-12 pages total, account for a significant portion of your grade and will include opportunities for revision.

Grading is based on successful completion of all papers, quizzes, Film Journals, class participation including informal speaking and writing exercises, and the Final Exam. Assignments must be handed in on time to ensure the student receives proper feedback and to reinforce the professional practice of completing work for deadlines in the media industries. Assignments handed in late will lose -10 points for every 24 hours past the deadline, which is always at the start of class. Quizzes handed in past the deadline will receive a zero.

Class participation (15 Units)	10%
Quizzes (2)	5%
Film Journals (75 words x 13)	10%
PowerPoint Presentation	25%
Paper (750 words/Thesis Statement & Outline 10%, First Draft 10%, Final Draft 10%)	30%
Final Exam (10 Short Answer Questions)	20%
Extra Credit Presentation	10%

Papers: Both the short and long papers will be critical analysis papers, not research papers. The point of each is to cultivate visual literacy by naming the choices made by the filmmakers and then analyze how these choices impact the viewer. Guidelines and topics will be handed out in advance. You will be asked to submit a thesis statement and outline, a first draft and a final draft for both papers. Improper citation and not following the guidelines will count against the final grade for both papers. Any missing assignments will result in a zero for that assignment unless the student is able to provide a reasonable explanation in a timely communication to the instructor. You will not easily pass this course if you do not complete all assignments.

Quizzes: For the first two Units, a take-home Quiz will be assigned. There are no extensions for the Quizzes, as they are discussed at the beginning of the next class. The types of questions on the Quizzes help prepare for the Final Exam question format, and will familiarize students with critical analysis of animation.

Film Journal: For 13 Units, students will write a Film Journal responding to one of the animations on the syllabus for that Unit. Film Journals are 75 word short reviews of your response to animation. Every week, this informal writing assignment is due that is intended to build critical analysis skills. Participation points will be awarded when all 13 Film Journals are successfully completed. These entries will not be graded except to note that they did or did not meet the required word count and stayed on topic; failure to meet either requirement will mean a deduction. Those who complete all 13 of the Film Journals by the day of the final will receive a bonus grade point. Details are found on the handout uploaded to our class Blackboard page.

Class Participation: 10% of the grade for this course comes from your participation, which includes, but is not limited to: Class attendance, submitting Assignments, engaging in class activities, **and taking the Final Exam.** Participation in the academic activity of each course is a significant component of the learning process and plays a major role in determining overall student academic achievement. Please be on time to class. If you miss a class, it is your responsibility to watch the recorded lecture and/or get notes from your Peer Review Partner and to catch up on the material you missed and meet assignment deadlines. If you do not attend a class at least once in the first three Units of the course and once in the fourth or fifth Units, the Office of the Registrar is required to assign a grade of WU. No Incomplete (INC) grades will be given. Attendance in courses is mandated by policy of the City University of New York.

Extensions: A one-week extension is available for each Assignment, excluding the Quizzes and the Final Exam. Requests for an extension require an email to the Professor at least 24 hours before the Assignment is due. An additional one-week extension may be given with a doctor's note or notice of a documentable emergency.

Office Hours: Office Hour is held on Mondays at 12:30-1:30pm in person at 199 Chambers Street, 6th floor, Office S617. On Zoom, Office Hour is also held on Tuesdays and Thursdays at 1-2pm. Please email the Professor for Office Hour appointments outside of the regular times according to availability.

Emails to the Professor will be answered **on the same day from 9am-5pm Monday, and Wednesday through Friday.** On Tuesdays and weekends, emails will be responded to within 24 hours. Accordingly, do not email on Friday at 5pm expecting an immediate response (e.g. an extension for an assignment due on Monday.)

WEEKLY UNIT BREAKDOWN (Subject to change)

[Note: Not everything will be shown in class; students are responsible for reviewing ALL listed material that is uploaded to the class Blackboard page.]

XX/XX/23 Unit 1: Course introduction | Definition and techniques | Sequential art optical toys and early animation

- Overview of Syllabus, course materials, and online streaming platforms
- Persistence of vision and frame rate
- Animation techniques and core concepts “Animation Basics” and “The 12 Principles of Animation” videos
- Animated cave paintings
- Shadow puppets
- Magic Lanterns and Optical Toys
- Eadweard Muybridge and locomotion studies
- Emile Reynaud and Theatre Optique
- Arthur Melbourne-Cooper and stop motion
- John Stuart Blackton’s lightning sketches
- George Méliès and visual effects and tricks
- ASSIGNMENT: QUIZ 1, EMAIL PROFESSOR TO ACCEPT SYLLABUS, READ: HOW TO SUBMIT WORK, WRITE: FILM JOURNAL

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XX/XX/23 Unit 2: Beginnings of the Animation Industry

- QUIZ 1 question and answer review
- DISCUSSION OF SHORT PAPER GUIDELINES AND GRADING RUBRIC
- Emile Cohl
- Winsor McCay
- WWI and the shift of the film industry from France to the US
- From artisanal to industrial methods
- Ties between comics and early animation
- Distribution
- Consolidation
- Pat Sullivan & Felix the Cat
- Advent of sound film
- Stop motion vs. hand drawn animation
- ASSIGNMENT: QUIZ 2, READ: SHORT PAPER GUIDELINES, WRITE: FILM JOURNAL

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XX/XX/23 Unit 3: Animation as Modern Art

- QUIZ 2 question and answer review
- Overview of Modern Art
- Definition of Modernism
- “Absolute Film”
- Influential German institution
- Lotte Reiniger

- ASSIGNMENT: ATTEND AN OFFICE HOUR IF NEEDED TO APPROVE PAPER ARGUMENTATIVE THESIS STATEMENT, WRITE: FILM JOURNAL

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XX/XX/23 Unit 9: The Rise of Television

- Overview of TV’s rise
- Puppets
- New studios Jay Ward Production
- Hanna-Barbera
- Educational programming
- Product-driven programming
- Expansion of large US studios
- Outsourcing
- Japanese TV animation
- TV animation for adults
- Music videos
- ASSIGNMENT: WRITE: PAPER THESIS STATEMENT AND OUTLINE, FILM JOURNAL

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XX/XX/23 Unit 10: New audiences, early CGI experiments and gaming

- DISCUSSION OF EXTRA-CREDIT PRESENTATIONS (OPTIONAL)
- Postwar formal experimentation
- Overview of 1960s and 70s youth movement
- Animated feature films for the youth audience
- From arcade games to personal consoles
- Types of games
- Online gaming
- Indie games
- ASSIGNMENT: WRITE: PAPER FIRST DRAFT, FILM JOURNAL

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XX/XX/23 Unit 11: Disney Renaissance & the rise of CGI

- Disney’s competition in the US
- New leadership
- Disney renaissance
- Overview of early CGI technology
- Early CGI effects in live action films
- Digital rotoscoping
- CGI sequences in 2D animation
- Pixar
- Pixar Competition
- The “Uncanny Valley”
- Blurring of the line between live-action and animation
- ASSIGNMENT: WRITE: PAPER FINAL DRAFT, FILM JOURNAL

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XX/XX/23 Unit 12: Japanese Animation

- Relationship between Manga and Anime
- Influence of traditional Japanese Art
- Anime themes and audiences
- Anime iconography
- Studio Toei
- Studio Ghibli
- Japanese animation and Western audiences, Modern Anime Studios, Production I.G., MAPPA,

summarizing, as well as direct quotations, require citations to the original source. Plagiarism may be intentional or unintentional. Lack of dishonest intent does not necessarily absolve a student of responsibility for plagiarism. Students who are unsure how and when to provide documentation are advised to consult with their instructors. The library has guides designed to help students to appropriately identify a cited work. The full policy can be found on BMCC's website, www.bmcc.cuny.edu. For further information on integrity and behavior, please consult the college bulletin (also available online). Professor's Note: Generating text prompts on any program, including Chat GPT/OpenAI and passing any resulting words as your own writing is also plagiarism, and robs you of the opportunity to think and create without the crutch of machine learning.

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